

MAIL ORDER CATALOG

Summer 1999 - 2000

MILITARY SIMULATIONS

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General Boardgames

Prices in this catalog are subject to change without prior notice

Xena: Warrior Princess The Board Game Now \$35.00 **Normally \$65.00**

By Component Game Systems. This is a board game for 2 to 4 players, based on the popular TV series Xena: the Warrior Princess. It features Xena, Gabrielle, Callisto and Joxer as the main characters. It can be combined with the Hercules board game for larger games, added variety, and more fun. You can play competitively or with teams of two players each. One of the main attractions of the game are the geomorphic hexagonal terrain tiles, which are initially placed face down. Only as your characters enter a tile is it flipped over, revealing its terrain type, whether it be a city, mountain hex, forest hex, cave entrance, etc. Each character has a 15cm x 10cm control card, listing that character's stats and starting cash. Players draw cards each turn which control random events,



provide weapons and magical items, and release monsters into the game. Has 4 character control cards, 14 map hexes, 50 playing cards, 56 counters, dice, rules.

Hercules: The Legendary Journeys

By Component Game Systems. This is a board game for 2 to 4 players, based on the popular TV series Hercules: The Legendary Journeys. It features Hercules, lolaus, Autolycus and Salmoneus as the main characters. It can be combined with the Xena board game for larger games, added variety, and more fun. You can play competitively or with teams of two players each. One of the main attractions of the game are the geomorphic hexagonal terrain tiles, which are initially placed face down.
Only as your characters enter a tile is it flipped over, revealing its terrain type, whether it be a city, mountain hex, forest hex, cave entrance, etc. Each character has a 15cm x 10cm control card, listing that character's stats and starting cash. Players



Now \$35.00

Normally \$65.00

draw cards each turn which control random events, provide weapons and magical items, and release monsters into the game. Has 4 character control cards, 14 map hexes, 50 playing cards, 56 counters, dice, rules.

If you purchase both Hercules and Xena games, pay only \$60.00. This will give you twice as many map pieces with a much greater variety, allows twice as many players, gives a much greater selection of monsters and cards.

27 Years of Service

Z/Years of Service
Since Mil Sims was established in 1973, it has been efficiently & reliably servicing gamers throughout Australia. Orders are processed and shipped within 24 hours, except Eureka, FX & Miniature World Maker orders, which may take 1-2 weeks. Items out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as they are available again - at no extra cost for postage. Note that there may be slight delays in despatching orders in the first two weeks following a new catalog mailing.

The Show Room

Our well stocked showroom includes over 1,200 miniatures on display plus a huge range of wargames and roleplaying material. Customers are welcome to visit us, & gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9,00am to 4.30pm Monday to Friday, and from 9.30am to 1.00pm on the first and third Saturdays of each month. Gift Vouchers

We now offer Gift Vouchers. Just send us the money to the value of the voucher that you require, and we will send back the voucher to you.

End of Year Warehouse Sale We are having our grand end of year warehouse sale on Saturday, Dec 11th, from 8.30am - 12.00pm. Address is 14/136 Cochranes Road, Moorabbin. It's in the warehouse behind Mil Sims.

Credit Card Phone Orders Welcome

- Ring us between 8.30am and 4.30pm any weekday, tell us what you would like to order, and we'll tell you right there and then if it is in stock. If it is, quote your Bankcard/Mastercard/VISAcard number and we'll get your order off to you in 24

Ansett Express Delivery
If you pay extra to have your order sent via Ansett Express, orders to major cities will be delivered on the next working day. Delivery to country locations usually takes two working days. The charge is an extra \$5.00 for each \$120 value of that order. Cannot be delivered to PO Boxes or Mail Service addresses. All other orders will continue to be sent via our usual prompt courier or postal service.

Our phone service operates from 8.30am to 4.30pm Monday to Friday Queries regarding new releases, prices, stock availability, or order status are welcome.

Second Hand Games

Tired of those un-used games lying around the house? Take advantage of our 2nd hand service. Send us a list or bring them into the showroom, and our staff will make you a reasonable offer for any title we are interested in. We will give you credit vouchers or stock to the value of our offer. Ask us for a list of the 2nd hand games we have in stock.

Collectible Trading Card Games

Color Code

New Item Now Available and in Stock

H

7th Seas CCG

AEG 7th Sea CCG - No Quarter

AEG 7th Sea CCG - No Quarter

A game of high seas adventure in which you choose a Captain & a ship to sail the waters of Theah in search of plunder & fame. You hand pick a hardy crew that will complement your Captain's skills, allowing you to go on adventures for plunder & experience. You can either hire a good trustworthy crew or you can hire a pack of mutinous dogs, who work cheaper, but could turn on you in the blink of an eye. 7th Sea CTCG features an innovative dueling system that allows you to select from different attacks & defenses, creating a cinematic swashbuckling feel as the two duelists slash & thrust at one another until someone lies deadin a pool of his own blood. 7th Sea CTCG Jourter Starter Deck 65 cards + rules. S15.00

There are six different styles of starter decks, as follows. You can specify the one you want, but we will supply another at random if that one is not in an opened display. Nea Dogs: the Black Dawn is the most fortunate pirate ship on the Seven Seas, Brotherhood of the Coast. this used to be an island prison, but now the inmates are free and are forming their own nation. The General, Mondatignej: when there are pirates, there are also those who hunt them; Explorer's Nocley: Guy McCormick & his ship seek out the secrets of the race that build those mysterious ruins, Crimson Rogers is sailing the southern seas and raiding shops with bloodthirsty seal, The Armuda is now being slowly rebuilt in Castille, and seeks revenge. 7th Sea No Quarter Starter Deck Display 136 packs. \$162.00

Aliens Predator CCG

There are three Starter Deck types: Alien, Predator and Marine. Each deck is composed of 40+ fixed cards plus additional Uncommons and Rares. You can play any deck type against any other type. Predator's goal is to collect trophies. The Aliens start the weakest and with very limited numbers. .their goal is to infect hosts and grow and consume everyone. The Marine's goals include rescuing civilians, and exterminating hostile alien lifeforms.

Alien Starter Deck (60 cards + rules)	\$18.00
Predator Starter Deck (60 cards + rules)	\$18.00
Marine Starter Deck (60 cards + rules).	\$18.00
Aliens Predator Booster Pack (15 cards)	\$6.00
Aliens Predator Booster Display (540 cards)	S190.00
Aliens Resurrection Booster Pack (15 cards)	\$4.50
Aliens Resurrection Booster Display (540 cards)	\$145.00

Babylon 5

Babylon 5 Premier (Limited) Edition

PRE Babylon 5 Premier (Limited) Edition
By Precedence, based on the very popular syndicated TV series Each
of the four primary races, Narn. Centauri, Human and Minbari are
represented by different Starter Decks. They come with 50 fixed cards
and 10 random ones, to ensure great play out-of-the box. The set
consists of over 400 cards. In essence, B5 is a multi-level game
involving politics, intrigue, and ship to ship combat.
Babylon 5 Premier Starter Deck 60 cards, rules, dice. \$17.00
You can choose either Centauri, Earthforce, Minbari, or Narn.
Babylon 5 Starter Display 720 cards
Babylon 5 Booster Pack 8 cards. \$3.75
Babylon 5 Booster Pack 8 cards. \$81.00

PRE The Shadows Limited Edition

Babylon 5 Deluxe Edition Boosters

PRE Babylon 5 Deluxe Edition Boosters
We still have limited stocks of Limited Boosters in stock, but these
Deluxe Ed Boosters are the "unlimited" boosters. These cards have
fully revised and improved versions of the Premier Edition. Some
cards signed by Claudia Christianson. Artwork has also been
enhanced.

Babylon 5 Deluxe Booster Pack 8 cards........ Babylon 5 Deluxe Booster Display 192 cards...

PRE The Great War Limited Edition

Psi-Corps Limited Expansion

On the surface, the Corps appears to be simply an arm of Earthgov In truth, it is already a galactic power in its own right. Now you can lead this uniquely capable faction. This new Limited Expansion adds a new level of conspiracy and intrigue to the B5 CCG. There are 150

new cards

Psi-Corps Starter Deck 60 cards & rules

Every Starter Deck contains the Bester card 50 cards are fixed, 10

cards are random.

Psi-Corps Starter Display 6 Decks with 360 cards ...

Psi-Corps Booster Pack 8 cards ...

Psi-Corps Booster Display 24 Packs with 192 cards ...

PRE Severed Dreams Due October
This new Limited Expansion adds 150 new cards, and focuses on new challenges and threats now that B5 has broken away from Earth Gov also the threat by Nightwatch, and the disappearance of B4.

BattleTech

WIZ BattleTech Commander's Edition
Based on FASA's BattleTech boardgame, this trading card game roars
to life with armored combat set in the 31st century. Cards feature
individual BattleMechs, stars of armored infantry, regular infantry
companies, legendary characters, etcl Over 300 cards in the set.
BattleTech Commander's Starter Deck 60 cards, rules, dice. \$16.00
This new edition introduces players' favorite factions from the
BattleTech universe in eight preconstructed decks. Factions include
Steiner, Kurita, Davion, and Comstar for the Innersphere, and the
Smoke Jaguar, Ghost Bear, Wolf and Jade Falcon Clans. Each faction
has its own strategy card only found in its deck. You can specify
which deck you want, but if we've run out of one, we will supply one
at random.

Martindom deck you wain, but in a random.

BattleTech Commander's Starter Display 480 cards \$115.00

BattleTech Commander's Booster Pack 15 cards \$4.50

BattleTech Commander's Booster Display 540 cards \$146.00

BattleTech Commander's Booster Display 540 cards \$146.00

Counterstrike Booster Pack 15 cards \$2.75

Counterstrike Booster Display 540 cards \$85.00

New Mechs and legendary personalities to the battlefield, such as Adam Steiner and Ulrich Kerensky, and mechs such as Daishi Prime. Mercenaries Booster Pack 15 cards \$4.50

Mercenaries Booster Palplay 540 cards \$14.60

The second expansion to Battle Tech brings Mercenaries to the game Mechwarrior Booster Pack 15 cards \$4.50

Mechwarrior Booster Display 540 cards \$14.600

Mighty new mechs including Naginata and Pirahna, new mission and command cards, famous mechwarriors, 100 new cards. Great art

Arsenal Booster Pack 15 cards \$4.50

Arsenal Booster Display 540 cards \$14.600

Introducing non-Mech ground troops, such as elementals, attack helicopters, tanks, hovecraft. New mechs, new mission cards, etc.

Crusade Booster Display 540 cards \$4.50

The Innersphere sets its sights on the Smoke Jaguar clan Features new mechs, new personallities, pivotal events from the storyline, and adds a new Clan — the Steel Vipers.

Deadlands: Doomtown

FIV Deadlands: Shootout at High Noon
This product is an ideal way for a new player to get into Deadlands, with easy to follow rulebook. There is one double-deck starter pack. Laws Dogs vs Blackjacks Pack 2 x \$0 card decks, rules.

\$17.00 Shootout at High Noon Display 6 packs.

\$20.00 Shootout at High Noon Display 6 packs.

Deadlands: Doomtown (Episodes 1 - 9) Based on PEG's popular roleplaying game Players form outfits to seize control of Gammora, a wild, mostly lawless boomtown, that is booming in response to the discovery of a mother-load of ghost rock near by You'll be working with hucksters, gunslingers, saloon girls, lawmen, villains, undead, and supernatural surprises. Each part has 60 new cards

nawmen, vinams, unlead, and supernatural surprises. Each part has on new cards.

Deadlands: Doomtown # 7 Starter Deck 60 cards, rules.....\$15.95

The Texas Rangers. The Confederacy's hunters of the supernatural.

Deadlands: Doomtown # 7 Booster Pack 15 cards......\$5.00

Deadlands: Doomtown # 7 Combo Display 6 strs, 24 bstrs. \$199.00

Deadlands: Doomtown # 8 Starter Deck 60 cards, rules....\$15.95

The Agnery. The Union's division of supernatural demon hunters.

Deadlands: Doomtown # 8 Combo Display 6 strs, 24 bstrs\$199.00

Deadlands: Doomtown # 8 Combo Display 6 strs, 24 bstrs\$199.00

Deadlands: Doomtown # 8 Combo Display 6 strs, 24 bstrs\$199.00

Deadlands: Doomtown # 9 Starter Deck 60 cards, rules....\$15.95

The Flock. A strange prophet calling himself Elijah.

Deadlands: Doomtown # 9 Booster Pack 15 cards....\$5.00

Deadlands: Doomtown # 9 Booster Pack 15 cards....\$5.00

FelV Deadlands: Pine Box
Contains cards from sets 1 thru 9, the Pine Box Edition offers five different Starter Decks. If we don't have the one you want, we will supply another at random. They are Blackjack/Flock. Maze Ratsk Ollegium, Sweetrock/Agency, Whateleys/Rangers, Law Dogs/Sinux Union.

Deadlands: Pine Box Starter Deck 79 cards, rules, chips. \$21,00 Deadlands: Pine Box Starter Display 10 decks. \$190,00 Deadlands: Pine Box Booster Pack 15 cards. \$5,00 Deadlands: Pine Box Booster Display 26 packs. \$120,00

Deadlands: Mouth of Hell

Doomtrooper

HB DOOMTROOPER CCG
The Collectible Trading Card game based on Heartbreaker's Mutant Chronicles and Warzone games. This game does not use any abstract concepts – each player deploys warriors from his deck, equips them with enhancements such as close combat and ranged weapons, psychic or dark symmetry cards, and then tries to blow his opponent's warriors to kingdom come. You may buy any 4 displays for \$60.00 for the lot!

for the lot!
DoomTrooper Starter Deck 60 cards rules.
DoomTrooper Starter Display 10 decks
DoomTrooper Booster Pack 15 cards
DoomTrooper Booster Display 36 packs
Inquisition Booster Pack 6 cards
Inquisition Booster Pack 6 cards
Inquisition Booster Display 60 pack

The first expansion booster display, adding all new cards with new warriors, missions, weapons, etc.

Warzone Booster Pack & cards \$0.50

Warzone Booster Display 60 pack \$20.00

The second expansion booster display, adding all new cards with new warzones, warriors, missions, weapons, etc.

Dune

FIV Dune: Eye of the Storm Limited Edition

By Five Rings Publishing. Based on the popular novels. Set amidst a rich backdrop of political intrigue and economic rivalry, players assume the roles of minor house nobles vying for admission to the Landsraad High Council. Includes over 300 cards. Each Starter Display has two copies each of the six basic houses.

Dune Starter Display 720 cards. \$10.00

Dune Starter Display 720 cards. \$50.00

Dune Booster Pack 15 cards. \$3.00

Dune Booster Display 540 cards. \$90.00

Dune: Judge of the Change

FIV Dune: Judge of the Change
The next instalment in the Dane CCG saga.
Dune: Judge Chapter 1 Starter Deck 60 cards, rules, dice.\$10.00
Spice Miners Guild. The men who mine the spice, a deadly operation due to the sand worms. But the profits are beyond imagination.
Dune: Judge Chapter 1 Booster Pack 15 cards. \$3.00
Dune: Judge Chapter 1 Combo Display 720 cards \$90.00
Dune: Judge Chapter 2 Starter Deck 60 cards, rules, dice.\$10.00
Mactr Sellers Union. Water is life. By this maxim all Arrakis lives or dies
All factions come to this Union for their survival.
Dune: Judge Chapter 2 Booster Deck 15 cards \$3.00
Dune: Judge Chapter 2 Booster Deck 15 cards \$90.00
Dune: Judge Chapter 3 Starter Deck 60 cards, rules, dice. ...\$10.00
Smugglers. Outlaws, whose lives are fraught with peril. But with great risk comes great reward. Water. Coffee. Liquor. Spice.
Dune: Judge Chapter 3 Booster Pack 15 cards \$3.00
Dune: Judge Chapter 3 Combo Display 720 cards \$50.00
Dune: Judge Chapter 3 Combo Display 720 cards \$50.00
Dune: Judge Chapter 3 Combo Display 720 cards \$50.00

Dune: Thunder at Twilight ith Baron Harkonnen bent on revenge, artillery shells are sure to rain

Highlander

THU Highlander: The Card Game
From the dawn of time they came, moving silently down through the centuries. Living many secret lives, struggling to reach the time of the Gathering, when the few who remain will battle to the last. In the end, there can be only one. Bring the swordplay and intrigue of the international hit

television series to your table.	
Highlander Starter Deck 52 cards & rules	\$16.00
Highlander Starter Display 624 carsd	
Highlander Booster Pack 15 cards	\$4.50
Highlander Booster Display 540 cards	\$145.00
Highlander Arms & Tactics Starter Deck 55 cards & rules	S17.00
Highlander Arms & Tactics Starter Display 660 cards	\$180.00
Highlander Arms & Tactics Booster Pack 15 cards	\$5.00
Highlander Arms & Tactics Booster Display 420 cards	\$126.00
Highlander The Four Horsemen Booster Pack 15 cards	\$5.00
Highlander The Four Horsemen Booster Display 420 cards	S126.00
Highlander Collector's Set	\$150.00

Legend of the Burning Sands

FIV The Awakening: Legend of the Burning Sands

FIV The Awakening: Legend of the Burning Sands
The new basic set for Legend of the Burning Sands. Set of 400 cards,
300 of them new! Additionally, five new factions are introduced.
Legend of the Burning Sands is set in fantasy Arabia, in the same
world and timeline as Legend of the Five Rings.
The Awakening Starter Deck 65 cards + rules \$17.00
The Awakening Starter Display 12 decks \$180.00
There are 12 deck types. You can specify which one you want, but if
we don't have it, we will supply another at random. The decks are:
Moto, Senpet, Qabal, Ashalan, Ebonites, Jackals, Ivory Kingdoms,
Ra'shari, Yodata, Dahab, Celestial Alliance
The Awakening Booster Pack 15 cards \$5.00
The Awakening Booster Display 36 packs \$160.00

Legend of the Five Rings

FIV The Siege of Sleeping Mountain

The Dragon champion, corrupted by the artifact known as the Obsidian Hand, struggles to unlock the ancient secret trapped in the Chamber of Crystal If she succeeds, the Empire will be destroyed The army of the Brotherhood and the Naga rush for the Palace attempting to stop the Chamber being opened but Toturi's Imperial army rushes to intercept them and protect the Dragon clan

This product is an ideal way for a new player to get into L5R, with easy to follow rulebook There are two double-deck starter packs
Naga vs Toturi's Army Pack 2 x 50 card decks, rules

S22.00

Siege of Sleeping Mountain Display 6 packs

\$22.00

FIV Legend of the Five Rings: Emerald Edition
Has absolutely stunning artwork, set in medieveal Japan, with Japanese
mythology An ancient Empire is crumbling as its ruler battles with a
mysterious wasting disease. There are two decks each of six different
Clans in each Starter Display.
Legend of 5 Rings Emerald Starter Decks 60 cards + rules
O Lion Clan Deck The Lion army under the leadership of Matsu
Tsuke continues its relemless attack upon the Crane Clan ... \$20.00
O Crane Clan Deck With only an army of Phoenix Samurai
defending Doji Palace, all seems lost for this Clan, yet they also have
allies: a small army of ronin and the Phoenix Clan ... \$20.00
O Unicorn Clan Deck The Unicorn have continued to hold Beiden
Pass, preventing any and all armies from moving through the
crossroads of the Empire ... \$20.00

O Dragon Clan Deck Myterious and secretive, these warrior wizards are known for their shaved heads and tattooed bodies. Their armies fight under the roin Toturi, the best general in the Empire \$20.00 O Crab Clan Deck These master warriors consider victory more important than honor. An army of Shadowlands creatures and madmen are waiting in the hills to the north for Crab's great leader, Hida Kisada, to advance together upon the ronin Toturi. \$20.00 O Phoenix Clan Deck The masters of elemental magics. Their powerful sorcery compensates for weakness in battle. They have discovered powerful forbidden magic, but it is corrupting their masters one by one. \$20.00 Legend of 5 Rings Emerald Starter Display 720 cards \$180.00 Legend of 5 Rings Emerald Booster Packs 15 cards \$7.00 Legend of 5 Rings Emerald Booster Display \$40cards \$200.00 There are over 300 different cards in the Emerald Edition. Our stocks of Emerald Edition are definitely limited.	
FIV Legend of the Five Rings: Obsidian Edition Basically a revamped and updated version of *Emerald** Edition. Each Starter Display contains two decks each of the six primary clans, but each Starter Deck contains a 60-card starter deck, a free I1-card Forbidden Knowledge booster pack, 20 color-coded glass stones, collector's checklist for your clan, and expanded rulebook. Legend of 5 Rings Obsidian Starter Decks contains as above 0 Lion Clan Deck See description under Emerald Ed. \$20.00 0 Crane Clan Deck See description under Emerald Ed. \$20.00 0 Unicorn Clan Deck See description under Emerald Ed. \$20.00 0 Crab Clan Deck See description under Emerald Ed. \$20.00 0 Phoenix Clan Deck See description under Emerald Ed. \$20.00 0 Phoenix Clan Deck See description under Emerald Ed. \$20.00 1 Crab Clan Deck See description under Emerald Ed. \$20.00 1 Crab Clan Deck See description under Emerald Ed. \$20.00 1 Crab Clan Deck See description under Emerald Ed. \$20.00 2 Crab Clan Deck See description under Emerald Ed. \$20.00 2 Crab Clan Deck See description under Emerald Ed. \$20.00 2 Crab Clan Deck See description under Emerald Ed. \$20.00 2 Crab Clan Deck See description Under Emerald Ed. \$20.00 2 Crab Clan Deck See description Under Emerald Ed. \$20.00 2 Crab Clan Deck See description Under Emerald Ed. \$20.00 2 Crab Clan Deck See description Under Emerald Ed. \$20.00 2 Crab Clan Deck See description Under Emerald Ed. \$20.00 2 Crab Clan Deck See See See See See See See See See Se	
Basically a revamped Obsidiant/Emerald Edition: Has twelve different Starter Decks, as below Jade Edition Starter Deck Each deck has 60 cards, a free booster pack, Clan Tokens, & rules The twelve types of decks are: Phoenix Clan, Unicorn Clan (\$20), Lor Clan (\$20), Eragon Clan (\$20, Crab Clan, Crane Clan, Mantis Clan, Brotherhood of Shinsei, Toturi's Army, Shadowlands, Naga, & Scorpion Clan (\$20) and Edition Starter Display 720 cards Jade Edition Booster Packs 15 cards S4.75 Jade Edition Booster Display 540 cards S150.00	
FIV Legend of the Five Rings: Pearl Edition Specially designed to be totally balanced for sealed deck play, each deck has 50 fixed cards that show off their clans' strategies and tactics. Each deck has rules, tokens, 81 cards including stronghold with built-in spinner for tracking Family Honor. Most cards are from earlier editions, some have been revamped, and there are some new	
cards too. S20.00 There are twelve types of decks: Phoenix Clan, Unicom Clan, Lion Clan (525), Dragon Clan (525), Crab Clan (525), Crane Clan, Mantis Clan, Brotherhood of Shinsei, Totturi's Army, Shadowlands, Naga, & Scorpion Clan (525). If we don't have the one you order in our currently opened display, another will be substituted at random. Pearl Edition Starter Display 972 cards S216.00 Pearl Edition Booster Packs 15 cards S5.00 Pearl Edition Booster Packs 15 cards S160.00	
Pearl Edition Booster Display 540 cards \$150.00 FIV Shadow Lands Five months have passed since the war began, and there is no sign of peace. Armries of gibbering dead men march against the Clans gaining victory after victory. The only hope for the Empire lies in an ancient race of serpent folk known as the Naga. O Naga Deck The serpent folk. They have come to Rokugan for a single purpose, to stop the Shadow Lands, even if it means the destruction of the Emerald Empire. S14.00 C Clan Scorpion Deck This Clan is another evil brewing in the Empire. Thought to have been destroyed by the Emperor, Clan Scorpion has been gathering its strength. \$20.00 Shadowlands Starter Display 720 cards. S14.00 Shadowlands Story Packs 15 cards. S18.00 Shadowlands Booster Packs 15 cards. \$18.00 Shadowlands Booster Display 30 packs. \$625.00	
FIV Forbidden Knowledge Only a few recognize an ancient evil has awakened in the Shadowlands. The Clans are too busy fighting with each other, allowing an undead sorcerer to strengthen his army of gibbering madmen and zombies. Forbidden Knowledge Booster Packs 11 cards. \$4.95 Forbidden Knowledge Booster Display 506 cards. \$199.00	
There are over 150 different cards in Forbidden Knowledge FIV Anvil of Despair The Cranes make a desperate stand against the Shadowlands madmen; the Dragon Clan has retreated to the mountains, the Lion Clan defends the Emperor from the armies of the CraC Clan; etc. There are 6 decks each of 2 different Clans in each Starter Display, each deck having a random assortment of cards. 150 new cards in the set Anvil of Despair Starter Decks 60 cards + rules O Junzo's Army The undead shugenja, once known as Yogo Junzo, now commands the Emperor's armies, and his dark sorceries corrupt the samurai into contorted mockeries of their former selves. \$22.00 O Toturi's Army The Emperor's greatest tactician has returned, Toturi the Ronin. His army's armor and weapons are worn and tattered, but the samurai in his army burn with devotion. \$10.00 Anvil of Despair Starter Display 720 cards \$170.00 Anvil of Despair Starter Display 720 cards \$4.50 Anvil of Despair Booster Display 506 cards \$180.00 There are over 150 different cards in Anvil of Despair.	
There are over 150 different cards in Anvil of Despair. FIV Crimson & Jade The Clans have finally realised their folly in fighting each other, instead of combining to fight the Shadowlands. But this realization may come too late. The Clans now gather their strength for a final showdown against Yogo Junzo leading the Shadowlands army. Two new allies join the frey the Shintao Monks and Yoritomo There are six decks each of two different Clans in each Starter Display, each each should be supported to the Starter Display. Each Champion His army is motivated by the chance to Realized Stones and greed. Strong On Monk Clan Deck Wishing peace, but being attacked by Junzo's evil minions, this Clan has joined the war Armed only with their wisdom and ancient prophesies, this clan waits for the right time to face Fu Leng one last time. Strong Crimson & Jade Booster Packs. Strong.	
FIV Time of the Void Limited Expansion	

FIV Time of the Void Limited Expansion
It is Rokugan's darkest hour. For two years, the War of the Clans has ravaged the Emerald Empire Descendants of the Empire's greatest heroes - the Seven Thunders - gather with their armies outside the fortress of ultimate evil. ... the Imperial Palace. This is the final chapter in the War of the Clans. It includes all Seven Thunder Personalities, the Last Black Scroll and Twelve "Conclusion Cards" that tell of the Seven Thunders last stand. Our stocks are strictly limited.

O Pheenix Clan Stronghold Deck One Clan will fall. One by one each of the elemental masters have become infected with the Shadowlands taint. The Master of Fire, mad-eyed and consumed with darkness, standing on the Imperial Palace walls, is ready to destroy his kinsmen. S18,00 C Crab Clan Stronghold Deck One Clan will be redeemed. The mighty Crab Clan stands outside the Imperial Palace lead by Yakamo, the hero with a jade hand, preapring to assault the city. S18,00 Time of the Void Starter Display 720 cards. S194,00 Time of the Void Starter Display 720 cards. S194,00 Time of the Void Starter Display 730 cards. S11,50 Time of the Void Starter Display 730 cards. S11,50 Time of the Void Starter Display 730 cards. S11,50 Time of the Void Starter Display 750 cards. S20,00 Time of the Void Starter Display 750 cards. S20,00 Time of the Void Starter Display 750 cards. S20,00 Scorpion Clan Coup Starter Deck 60 cards * rules. S30,00 Scorpion Clan Coup Starter Deck 60 cards * rules. S30,00 Scorpion Clan Coup Booster Packs 11 cards. S30,00 Scorpion Clan Coup Booster Packs 11 cards. S30,00 Scorpion Clan Coup Part II Bayasis Shoju has killed the Emperor and taken the throne. There are 60 cards in this set, only available as Boosters. S20,00 Scorpion Clan Coup Part II Booster Packs 11 cards. S30,00 Scorpion Clan Coup Part II Booster Packs 11 cards. S30,00 Scorpion Clan Coup Part II Booster Packs 11 cards. S30,00 Scorpion Clan Coup Part II Booster Packs 11 cards. S40,00 Scorpion Clan Coup III Starter Deck 60 cards * rules. S40,00 Scorpion Clan Coup III Starter Deck 60 cards * rules. S40,00 Scorpion Clan Coup III Goob Display 6 Str. 24 Bstr. S30,00 Scorpion Clan Coup III Goob Display 6 Str. 24 Bstr. S30,00 Scorpion Clan Coup III Goob Display 6 Str. 25 Bstr. S40,00 Scorpion Clan Coup III Goob Display 6 Str. 26 Bstr. S40,00 Scorpion Clan Coup III Goob Display 6 Str. 26 Bstr. S40,00 Hidden Emperor # 1 Starter Deck 60 cards * rules. S10,00 Hidden Emperor # 2 Starter Deck 60 cards
Bayushi Shoju must leadh ist Clan against the Emperor himself, or bring doom upon the land for a thousand years. 60 new cards. Seorpion Clan Coup Starter Deck. Seorpion Clan Coup Starter Deck. Seorpion Clan Coup Gombo Display o Str., 24 Bstr
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Scorpion Clan Coup Part II Booster Packs I1 cards. \$3.50 Scorpion Clan Coup Part III Now the self-proclaimed emperor. Bayushi Shoju sits on the throne while all the other clans bar the Crab assault the Imperial Capitol, hoping to remove him. Scorpion Clan Coup III Starter Deck 60 cards + rules \$4.00 Contains the Lion Starter Deck Scorpion Clan Coup III Booster Packs I1 cards. \$1.00 Scorpion Clan Coup III Booster Packs I1 cards. \$3.0.00 Scorpion Clan Coup III Booster Packs I1 cards. \$3.0.00 Scorpion Clan Coup III Booster Packs I2 cards. \$3.0.00 Scorpion Clan Coup III Booster Packs I2 cards. \$3.0.00 FIV The Hidden Emperor When word arrives from the Imperial Palace that Toturi has vanished, the fragile peace forged by the Seven Thunders is cast into serious doubt. There will be nine releases of The Hidden Emperor, each containing around 60 new cards. Hidden Emperor #1 Starter Deck 60 cards + rules. \$13.00 The Nago (Heart of Shinomen Forest) Starter Deck. Hidden Emperor #1 Booster Pack 8 cards. \$3.00 Hidden Emperor #1 Booster Pack 8 cards. \$3.00 Hidden Emperor #1 Booster Pack 8 cards. \$120.00 Hidden Emperor #2 Starter Deck 60 cards + rules. \$16.00 The Dragon (Shiro Hitdmi) Starter Deck. Hidden Emperor #2 Storob Display 576 cards. \$120.00 Hidden Emperor #2 Storob Display 6 Str. 36 Bstr. \$180.00 Hidden Emperor #3 Starter Deck 60 cards + rules. \$13.00 Hidden Emperor #3 Starter Deck 60 cards + rules. \$13.00 Hidden Emperor #3 Storob Display 576 cards. \$13.00 Hidden Emperor #3 Booster Pack 8 cards. \$150.00 Hidden Emperor #4 Storob Display 576 cards. \$150.00 Hidden Emperor #3 Booster Pack 8 cards. \$150.00 Hidden Emperor #3 Booster Pack 8 Cards. \$150.00 Hidden Emperor #4 Storob Display 6 Str. 36 Bstr. \$150.00 Hidden Emperor #5 Storob Display 6 Str. 36 Bstr. \$150.00 Hidden Emperor #5 Storob Display 6 Str. 36 Bstr. \$150.00 Hidden Emperor #5 Storob Display 6 Str. 36 Bstr. \$150.00 Hidden Emperor #5 Storob Display 6 Str. 36 Bstr. \$150.00 Hidden Emperor #5 Storob Display 6 Str. 36 Bstr. \$150.00 Hidden Emperor #5 Storob Display 6
Scorpion Clan Coup Part II Booster Packs I1 cards. \$3.50 Scorpion Clan Coup Part III Now the self-proclaimed emperor. Bayushi Shoju sits on the throne while all the other clans bar the Crab assault the Imperial Capitol, hoping to remove him. Scorpion Clan Coup III Starter Deck 60 cards + rules \$4.00 Contains the Lion Starter Deck Scorpion Clan Coup III Booster Packs I1 cards. \$1.00 Scorpion Clan Coup III Booster Packs I1 cards. \$3.0.00 Scorpion Clan Coup III Booster Packs I1 cards. \$3.0.00 Scorpion Clan Coup III Booster Packs I2 cards. \$3.0.00 Scorpion Clan Coup III Booster Packs I2 cards. \$3.0.00 FIV The Hidden Emperor When word arrives from the Imperial Palace that Toturi has vanished, the fragile peace forged by the Seven Thunders is cast into serious doubt. There will be nine releases of The Hidden Emperor, each containing around 60 new cards. Hidden Emperor #1 Starter Deck 60 cards + rules. \$13.00 The Nago (Heart of Shinomen Forest) Starter Deck. Hidden Emperor #1 Booster Pack 8 cards. \$3.00 Hidden Emperor #1 Booster Pack 8 cards. \$3.00 Hidden Emperor #1 Booster Pack 8 cards. \$120.00 Hidden Emperor #2 Starter Deck 60 cards + rules. \$16.00 The Dragon (Shiro Hitdmi) Starter Deck. Hidden Emperor #2 Storob Display 576 cards. \$120.00 Hidden Emperor #2 Storob Display 6 Str. 36 Bstr. \$180.00 Hidden Emperor #3 Starter Deck 60 cards + rules. \$13.00 Hidden Emperor #3 Starter Deck 60 cards + rules. \$13.00 Hidden Emperor #3 Storob Display 576 cards. \$13.00 Hidden Emperor #3 Booster Pack 8 cards. \$150.00 Hidden Emperor #4 Storob Display 576 cards. \$150.00 Hidden Emperor #3 Booster Pack 8 cards. \$150.00 Hidden Emperor #3 Booster Pack 8 Cards. \$150.00 Hidden Emperor #4 Storob Display 6 Str. 36 Bstr. \$150.00 Hidden Emperor #5 Storob Display 6 Str. 36 Bstr. \$150.00 Hidden Emperor #5 Storob Display 6 Str. 36 Bstr. \$150.00 Hidden Emperor #5 Storob Display 6 Str. 36 Bstr. \$150.00 Hidden Emperor #5 Storob Display 6 Str. 36 Bstr. \$150.00 Hidden Emperor #5 Storob Display 6 Str. 36 Bstr. \$150.00 Hidden Emperor #5 Storob Display 6
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Hidden Emperor # 6 Starter Deck 60 cards + rules \$16.00 Crane (Iron Fortress of the Daidoj) Starter Deck. Hidden Emperor # 8 Booster Pack 8 cards. \$2.00 Hidden Emperor # 6 Booster Daick 8 cards. \$180.00 Hidden Emperor # 6 Booster Display 576 cards \$110.00 Hidden Emperor # 6 Booster Display 576 cards \$110.00 Hidden Emperor Conclusion Starter Deck 60 cards + rules. \$Below There are three different starter decks, being. Toturi's Army With the return of Toturi come dark tidings, and the ultimate face of the Jade Empire hangs in the balance. \$15 Ninja The ninja stand on the border of this world and the next. They are not the servants of shadow – they are the Shadow! \$20 Phoenix This clan was destroyed three years ago. Now, it must rise from the ables and be reborn or let its fires die forever \$15 Hidden Emperor Conclusion Booster Pack 11 cards. \$4.50 Hidden Emperor Conclusion Booster Pack 11 cards. \$4.50 Hidden Emperor Conclusion Booster Pack 11 cards. \$4.50 Hidden Emperor Conclusion Booster Display 528 cards. \$180.00 There are around 150 new cards in this conclusion of The Hidden Emperor This expansion is called The Dark Journey Home. FIV Honor Bound The next instalment in the story of the Legend of the Five Rings collectible card game. We are very glad to announce that they will not be doing anymore 60-new-card expansions. This expansion has 180 new cards. This expansion includes the anxiously-awaited return of the Scorpion Clan, plus the updated Crab Clan, and an all-new faction—the ShadowLands. More details later Honor Bound Starter Deck 60 acrds + rules. \$16.00 There are three types. You can specify which you want, but if we run out, we will supply another one at random. They are Scorpion Clan Deck, Crab Clan Deck, and The ShadowLands Deck Honor Bound Booster Display 48 packs, 528 cards. \$15.00 Honor Bound Booster Display 48 packs, 528 cards. \$15.00 Honor Bound Booster Display 48 packs. \$16.00 There are three types. You can specify which you want, but if we run out, we will supply another one at random. They a
Hidden Emperor Conclusion Starter Deck 60 cards + rules. SBelow There are three different starter decks, being Toturi's Army With the return of Toturi come dark tidings, and the ultimate fate of the Jade Empire hangs in the balance. \$15. Ninja The ininja stand on the border of this world and the next. They are not the servants of shadow – they are the Shadow! \$20. Phoenix This clan was destroyed three years ago. Now, it must rise from the ashes and be reborn or let its fires die forever \$15. Hidden Emperor Conclusion Starter Display 12 Decks. \$170.00 Hidden Emperor Conclusion Starter Display 12 Decks. \$170.00 Hidden Emperor Conclusion Booster Pack 11 cards. \$4.50 Hidden Emperor Conclusion Booster Pack 11 cards. \$4.50 Hidden Emperor Conclusion Booster Display 528 cards. \$180.00 There are around 150 new cards in this conclusion of The Hidden Emperor This expansion is called The Dark Journey Home. FIV Honor Bound The next mstalment in the story of the Legend of the Five Rings collectible card game. We are very glad to amounce that they will not be doing anymore 60-new-card expansions. This expansion has 180 new cards. This expansion the updated Crab Clan, and an ail-new faction – the Shadow-Lands. More details later Honor-Bound Starter Deck 60 cards + rules. \$16.00 There are three types. You can specify which you want, but if we turn out, we will supply another one at random. They are Scorpion Clan Deck, Crab Clan Deck, and The Shadowlands Deck Honor Bound Booster Pack 11 cards. \$4.50 Honor Bound Booster Pisplay 12 Decks, 720 cards. \$15.00 Honor Bound Booster Pisplay 12 Decks, 720 cards. \$15.00 Honor Bound Booster Pisplay 12 Decks, 720 cards. \$15.00 FIV. Ambition's Debt Dise November 4th Players are eagerly awaiting the new 180-card Ambition's Debt expansion for the Legend of the Five Rings (LSR) trading card game In an exciting turn of events, Rokugan has become the battle ground for an epic duel to the death between Lord Moon and Hitom. Thee
There are three different starter decks, being: Toturi's Army With the return of Toturi come dark tidings, and the ultimate fate of the Jade Empire hangs in the balance. \$15. Ninja The ninja stand on the border of this world and the next. They are not the servants of shadow – they are the Shadow! \$20. Phoenix This clan was destroyed three years ago. Now, it must rise from the ashes and be reborn or let its fires die forever. \$15.00 Hidden Emperor Conclusion Starter Display 12 Decks. \$170.00 Hidden Emperor Conclusion Booster Pack 11 cards. \$4.50 Hidden Emperor Conclusion Booster Display 528 cards. \$180.00 There are around 150 new cards in this conclusion of The Hidden Emperor. This expansion is called The Dark Journey Home FIV Honor Bound The next instalment in the story of the Legend of the Five Rings collectible card game. We are very glad to announce that they will not be doing anymore 60-new-card expansions. This expansion has 180 new cards. This expansion includes the anxiously-awaited return of the Scorpion Clan, plus the updated Crab Clan, and an all-new faction—the ShadowLands. More details later Honor-Bound Starter Deck 60 cards + rules. \$16.00 There are three types. You can specify which you want, but if we run out, we will supply another one at random. They are Scorpion Clan Deck, Crab Clan Deck, and The ShadowLands Deck Honor Bound Booster Pisplay 12 Decks, 720 cards. \$175.00 Honor Bound Booster Display 48 packs, 528 cards. \$150.00 FIV Ambition's Debt Dise November 4th Players are caugety awaiting the new 180-card Ambition's Debt expansion for the Legend of the Five Rings (L5K) trading card game in an exciting turn of events, Rokugan has become the battle ground for an epic duel to the death between Lord Moon and Hitom. Three actions—Shadowlands Doi, N. Naga, and Luon—Bave been updated.
Hidden Emperor Conclusion Booster Pack 11 cards \$4.50 Hidden Emperor Conclusion Booster Display 528 cards \$180.00 There are around 150 new cards in this conclusion of The Hidden Emperor. This expansion is called The Dark Journey Home FIV Honor Bound The next instalment in the story of the Legend of the Five Rings collectible card game. We are very glad to announce that they will not be doing anymore 60-new-card expansions. This expansion has 180 new cards. This expansion includes the anxiously-awaited return of the Scorpion Clan, plus the updated Crab Clan, and an all-new faction - the ShadowLands. More details later Honor-Bound Starter Deck 60 cards + rules \$16.00 There are three types. You can specify which you want, but if we run out, we will supply another one at random. They are Scorpion Clan Deck, Crab Clan Deck, and The Shadowlands Deck Honor Bound Starter Display 12 Decks, 720 cards. \$175.00 Honor Bound Booster Pisplay 42 Decks, 720 cards. \$195.00 Honor Bound Booster Display 48 packs, 528 cards. \$195.00 FIV Ambition's Debt Dne November 4th Players are caugety awaiting the new 180-card Ambition's Debt expansion for the Legend of the Five Rings (L5K) trading card game in an exciting turn of events, Rokugan has become the battle ground for an epic duel to the death between Lord Moon and Hitom. Three factions—Shadowlands Oni. Naga, and Llom—Bave been updated.
The next instalment in the story of the Legend of the Five Rings collectible card game We are very glad to amounce that they will not be doing anymore 60-new-card expansions. This expansion has 180 new cards. This expansion includes the amicusly-awaited return of the Scorpion Clan, plus the updated Crab Clan, and an all-new faction—the ShadowLands. More details later. Honor-Bound Starter Deck 00 cards + rules. \$16.00 There are three types. You can specify which you want, but if we tun out, we will supply another one at random. They are Scorpion Clan Deck, Crab Clan Deck, and The Shadowlands Deck. Honor Bound Starter Display 12 Decks, 720 cards. \$175.00 Honor Bound Booster Pack 11 cards. \$4.50 Honor Bound Booster Display 48 packs, 528 cards. \$195.00 FIV Ambition's Debt Dise November 4th Players are caugetly awaiting the new 180-card Ambition's Debt expansion for the Legend of the Five Rings (LSR) trading card game In an exciting turn of events, Rokugan has become the battle ground for an epic duel to the death between Lord Moon and Hitom. Thee
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FIV Ambition's Debt Due November 4th Players are eagerly awaiting the new 180-card Ambition's Debt expansion for the Legend of the Five Rings (L5R) trading card game In an exciting turn of events, Rokugan has become the battle ground for an epic duel to the death between Lord Moon and Hitomi Three factions—Shadowlands Oni, Naga, and Lion—have been updated.
Players are eagenly awaiting the new 180-card Ambition's Debt expansion for the Legend of the Five Rings (LSR) rading card game In an exciting turn of events, Rokugan has become the battle ground for an epic duel to the death between Lord Moon and Hitom. Three factions—Shadowlands Oni. Naga, and Lion—have been updated.
each one supported by a 60-card theme deck. One of the biggest attractions to the Ambition's Debt expansion is the insertion of rare
each one supported by a ob-eart theme deck. One of the biggest attractions to the Ambition's Debt expansion is the insertion of arrefoil-stamped cards in random booster packs (every seven to nine boosters will contain a foil card). Plus, the Ambition's Debt card set introduces a new way to win the game? Ambition's Debt Starter Deck 60 cards - rules S16.00 There are three types You can specify which you want, but if we run out, we will supply another one at random. They are Shadowlands, Nava and I ion.
There are three types You can specify which you want, but if we run out, we will supply another one at random. They are Shadowlands. Naga and Lion.
Naga and Lion Ambition's Debt Starter Display 12 Decks, 720 cards. \$175.00 Ambition's Debt Booster Pack 11 cards. \$4.50 Ambition's Debt Booster Display 48 packs, 528 cards. \$198.00
Inquest Magazine Issue # 48 Contains the Imperial Favor card. Limited stocks \$6.00 Special Edition Five Rings Score Counters
Special Edition Five Rings Score Counters These are beautiful 75mm round scoring disks, with 24ct gold detailing. Each contains a Clan disk, plus a lower disk with numbers on it You also don't need a lower disk for each upper clan disk, if you will only use one at a time. So you can buy additional upper clan disks for less price. (You must buy at least one complete item) The types of disk are:

Magic: the Gathering

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WIZ Magic the Gathering STARTER Are you confused? MtG has now released a new introductory product called STARTER, not to be confused with starter decks! This STARTER game has been designed for new players who want to learn to play MtG Introduces basic game dynamics and strategies. Magic STARTER Game. 2 x 40 card preconstructed decks, two playmats, a step-by-step play guide, rulebook, two beads to keep score, limited ed art print. Magic STARTER Game Display 12 games. 5170.00 Magic STARTER Theme Deck (40 cards, no rules) 5 kinds. \$11.00 flay 5 types of Preconstructed Decks are Binding Fury, a white deck with the power of expanded creature abilities, Goblin Assault, a red deck with direct damage cards and faster creatures, Deadly Instinct, a black deck with expanded creature abilities and creature removal cards, Impaler, green deck with bigger, badder creatures. Time Curse, a blue deck with spell-denial cards. Magic STARTER Theme Deck Display 15 Decks. \$148.00 Magic STARTER Booster Pack 15 cards. \$34.75
WIZ Portal: Second Age For customers who want to continue playing Portal-level Magic This is a new themed version of Portal with 165 cards, all new art. Available in several formats Portal Second Age Age Game
WIZ Portal: Three Kingdoms This is Starter level Magic the Gathering Ideal for new players or those who are playing previous Portal supplements Portal Three Kingdoms 2 Player Deek 2 x 30 card preconstructed deeks, two playmats, play guide, rulebook Portal Three Kingdoms 2 Player Deek Display 12 dks \$155.00 Portal Three Kingdoms Booster Pack 10 cards \$3.25 Portal Three Kingdoms Booster Pack 10 cards \$3.75.00
WIZ Magic: 4th Edition The attraction with these 4 th Edition Starters and Boosters is that there are a number of cards, including rares, that you cannot get anymore. Our stocks are strictly limited, so first come, first serve Magic 4th Ed Starter Deck 60 cards & rules Magic 4** Ed Starter Display 600 cards S133.00 Magic 4** Ed Booster Pack 15 cards S250.00 Magic 4** Ed Booster Display 540cards
Magic 5th Ed Trading Card Game for 2 Players
WIZ Magic: 5th Edition Magic 5th Ed Starter Deck 60 cards + rules Starter Deck Display 720cards This new edition contains over 400 cards selected from Fourth Edition, ice Age, Fallen Empires, Homelands and Chronicles. Nearly half the cards are from sets other than Fourth Edition Features new art on almost half the cards by 50 new artists. Magic: 5th Edition Booster Pack 15 cards Magic: 5th Edition Booster Pack Display 540 cards \$4.75
WIZ Magic: Classic 6th Edition This Sixth Edition is specially designed to help Starter and Expert level Magic players step up to Advanced Level play Players familiar with Starter Level products such as Portal, will find new strategies and play options. Can be played alone or with other expansions. There are around 350 cards. Magic Classic 6th Ed Double-Starter Pack Each pack has two 40-card, ready to play decks of Classic cards, plus an easy reference rulebook, & a play guide to teach advanced rules. Classic 6th Ed Double-Starter Pack Display 12 packs. \$173.00 Magic Classic 6th Ed Tournament Pack Basically a sealed tournament deck with 75 cards, & rules sheet Magic Classic 6th Ed Tournament Pack Display 12 packs \$173.00 Magic Classic 6th Edition Booster Pack Display 12 packs \$5173.00 Magic 6th Edition Booster Pack Display 540 cards \$50.00
Magic: The Dark Booster Pack 8 cards \$14.00 The Dark Display 480 cards \$715.00 Our stocks are limited, so please get your order in quickly There are over 100 new cards in the series Magic: Fallen Empires Booster Pack 8 cards \$2.50 Fallen Emp Display 480 cards \$135.00 In the southern oceans of Dominia Prime lay a continent of great kingdoms Hideous new species arose in the forests and seas, forcing the Sarpadians to fight for their very survival Magic: Chronicles Booster Pack 12 cards \$2.30.00 This includes a random assortment of cards from Arabian Nights, Antiquities, Legends, and The Dark The Legends cards are the most prominent in the mix Homelands Booster Pack 8 cards Homelands Booster Pack (480 cards) Hidden away by a mysterious wizard for generations, the forgotten world of Homelands swits discovery Magic: Visions Booster pack 15 cards Magic: Visions Booster pack 90 cards with Magic, Lee Age or Mirage Contains more cards featuring flanking and phasing rules Magic: Weatherlight Booster pack 15 cards Magic: Weatherlight Booster pack 16 cards Magic: Weatherlight

WIZ Magic: Ice Age lee Age can be played by itself as a stand-alone game, or used as a standard expansion for Magic the Gathering. It has been many centuries since the war between Urza and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominaria struggle for survival.

4 - Collectable Card Games

Ice Age Starter Deck 60 cards + rules \$15.95 Starter Display (600 cards) \$144.00 Ice Age Booster Pack 15 cards \$4.75 Booster Display (540 cards) \$150.00 Alliances Booster Pack 12 cards \$6.50 Alliances Display (540 cards) \$230.00	
WIZ Magic: Mirage An expansion that can be played with Magic or played by itself. There are over 300 new cards in the set, including new rules variants. Mirage Starter Deck 60 cards + rules	
WIZ Magic: Tempest The flying ship Weatherlight has left the light of Dominaria for the shadow plane of Rath in an attempt to rescue Captain Sisay. An expansion with 300 new cards that can be played with Magic or played by itself. Tempest Starter Deck 60 cards + rules \$19.00 Tempest Starter Display (720 cards) \$200.00 Tempest Booster Pack (15 cards) \$5.00 Tempest Booster Display (540 cards) \$200.00	
WIZ Magic: Stronghold Gerrard of the Weatherlight leads the rescue team into the heart of Rath-Evincar Volrath's citadel. There, they hope to find and free Sisay, but Volrath's lair is a maze of risks and confrontations. High in Volrath's Dream Halls comes face to face with Volrath. Stronghold Pre-constructed Starter Deck 60 cards + rules\$15.50 There are four types: The Sparkler, Migraine, Call of the Kor, and The Spikes. Each has 3 rare, 9 uncommon & 48 command & land. Each Stronghold Pre-constructed deck is built to maximise the strength of Stronghold cards. Stronghold Strater Display (720 cards)\$15.00	
Each Stronghold Pre-constructed deck is built to maximise the strength of Stronghold cards. Stronghold Starter Display (720 cards). Stronghold Booster Pack (15 cards). Stronghold Booster Display (540 cards)	
WIZ Magic: Exodus As Gerrard and his party battle in the heart of Volrath's stronghold, the rest of the crew of the Weatherlight are forced to battle the deadly flagship of the evincar's army, the Predator. Meanwhile, a traitor prepares to lead Gerrard into a deadly trap Exodus Pre-constructed Starter Deck 60 cards + rules Exodus Broter Display (720 cards). Exodus Booster Pack (15 cards). S4.50 Exodus Booster Pack (15 cards). S15.00 S145.00	
Exodus Booster Display (540 cards)	
Ura's Saga Preconstructed Starter Decks 60 cards + rules \$15.00 There are four types: The Plague (a black and white deck that uses the power of pestience), Special Delivery (with new echo creatures, you get your red and green nasties on the table faster than ever), Sleeper (a white creature deck that awakens) and Tombstone (a black and blue deck with reanimation cards and cycling cards for options). You may choose which deck you want, but if we run out of that one, we will supply another at random.	
Urza's Saga Random Starter Display (900 cards) \$160.00 Urza's Saga Booster Pack (15 cards) \$4.50 Urza's Saga Booster Display (540 cards) \$145.00 WIZ Magic: Urza's Legacy	
In this follow-up to the Urza's Saga set, the obsessed planeswalker continues his quest across Dominaria for artifacts capable of holding off the Phyrexian invasion. The Yavimaya forest reluctantly provides the seed to grow a flying ship which, along with the artifacts, are to become Urza's Legacy.	
There are four types. You may choose which deck you want, but if we nun out of that one, we will supply another at random. They are: Radiant's Revenge The new ruler of Serra's realm, an archangel hellbent on revenge. Explodes with card-drawing and control cards Crusher Hulking worms, treekfolk and other large obstacles try to stop Urza from completing Weatherlight. Hurts your opponents. Physician Assault An unending barrage of creatures and creature removal cards that can break down the most formidable defense.	
Time Drain Urza's allies Use legions of free creatures to crush your opponents before they have a chance to prepare for battle Urza's Legacy Preconstructed Deck Display (12 decks). \$162.00 Urza's Legacy Booster Pack (15 cards). \$4.50 Urza's Legacy Booster Display (540 cards) \$145.00	
WIZ Magic: Urza's Destiny As the Phyrexian invasion draws near, Urza constructs the Legacy, but he needs a sentient, organic component to guide the weapon. And against the protests of his inner circle, he delves into areas best left unexplored, even by planeswalkers.	
Urza's Destiny Préconstructed Starter Decks 60 cards, rules \$15.00 There are four types. You may choose which deck you want, but if we run out of that one, we will supply another at random. They are: Buttle Surge Uses blue stalling tactics to hold off opponents, while a host of red creatures mount a decisive attack. Enchanter Employs a variety of blue creatures who get even more	
powerful when enchantments are played. Awarshi Sends in a swarm of small, black creatures backed up with creature destruction and discard effects.	
rerentain Nature Uses fast intensionless to gower by a invented to log- green uglies with attitude Urza's Destiny Preconstructed Deck Display (12 decks) \$162.00 Urza's Destiny Booster Pack (15 cards) \$4.50 Urza's Destiny Booster Display (540 cards) \$145.00 UrZa's Destiny Booster Display (540 cards) \$145.00 UrZa's Destiny Booster Display (540 cards)	
The crew of the <i>Weatherlight</i> returns as Gerrard and company find themselves in an exotic land that teems with strange creatures and	
customs. Replaces the Tempest card set in Standard Tournament play Has 350 black bordered cards and the first ever premium cards. Also introduces new game mechanics and creature types. Mercadian Masques Theme Deck 60 cards + rules. S15.00 There are 4 preconstructed Theme Decks in this display: Disruptor, lay down some good old-fashioned gruesome carnage with land and and destruction galore. Rebel's Cult. recruit creatures straight from your library and overrun opponents. Command rebel creatures that can recruit their comrades. Deepwood Menace, torch the battlefield, then bring on the leaping hordes of destruction, Tidal Missery, establish a line of creature defense, counter assaults, then yound away like the ceaseless sea. Mercadian Masques Theme Deck Display (720 cards). \$162.00 Mercadian Masques Booster Pack (15 cards). \$4.50	
Mercadian Masques Booster Display (540 cards) \$145.00 Mercadian Masques Tournament Pack 75 cards \$15.00 Mercadian Masques Tournament Display (900 cards) \$162.00	
WIZ Magic the Gathering ANTHOLOGIES A limited edition two-preconstructed Starter-Deck anthology. The two decks give you the combined might of two armies assembled from	

across Dominia's history. With spells and creatures gathered from every Magic the Gathering expansion and edition, from Alpha Edition to Urza's Saga. The two preconstructed decks have 60 white bordered cards and 5 token cards in each. There is also a 64 page booklet covering the games history and strategies. The sturdy card box can also hold 350 cards in sleeves, or 5 starter decks. \$43.00 Magic: Unglued

WIZ Magic: Unglued
A weird and wacky release for Magic: the Gathering. All of the cards are broken or bizarre, and all banned from tournament use. But if you want your social games to become "unglued" then please, use these cards! But definitely not recommended for rules lawyers or power gamers, and you need a sense of humor. Has 48 packs of 10 cards each.

\$3.50 per pack, or \$150 for the display.

WIZ 1998 World Championship Decks
Limited Edition. Contains 12 preconstructed decks, of four types, of
four of the 1998 Magic World Championship finalists. You may
specific which deck you want to order, but if we run out of that one,
we will supply another at random. The decks have no rules, & are:
Brian Selden – World Champion This deck conquered the field by
using Survival of the Fittest to put creatures into the graveyard and
Recurring Nightmare to bring them back into play. The deck employs
over 20 creatures and dips into blue for Lobotomy.

\$22.00
Ben Rubin – Finalist This archetypal red weenie deck consists of
roughly equal parts direct damage, aggressive creatures & land \$14.00
Brian Hacker – Quarterfinalist This white weenie deck rolled over
competitors with more than twenty aggressive creatures. This horde
relies on creatures with shadow and the en-Kor to overwhelm the
unprepared, with the threat of Cataclysm.

\$14.00
Slave Acceptable of the Price of the Staking Stones and a
Rainbow Efreet, but the best offense is limited to Staking Stones and a
Rainbow Efreet, but the best offense is often a killer defense.

\$14.00
1998 World Championship Deck Display 12 Decks.

\$172.00 1998 World Championship Decks

Magic Accessories WIZ Magic Card Storage Boxes.\$9.00

Five styles of full color Magic card boxes, each able to hold 1,200
Magic cards. The six types are red, green, white, blue, black. If we
run out of that color, we will substitute at random.
KBG Magic the Gathering Play Mat\$30.00
A 14" x 26" single player play mat with a smooth surface that will
protect your cards from wear and scuffing.
DENI Mania Official Engade Vol 1 975 00
PEN Magic: Official Encyclopedia Vol 1\$25.00
224 full color pages, with over 2,000 cards featured in full color,
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Ice Age, Alliances, Arabian Nights, Antiquities, Legends, the Dark,
Fallen Empires, Homelands, etc.
PEN Magic: Official Encyclopedia Vol 2\$22.00
144 full color pages, with over 1,300 cards featured in full color,
showing the cards from Mirage, Visions, Fifth Edition, Weatherlight,
Portal, etc.
PEN Magic: Official Encyclopedia Vol 3\$24.00
128 full color pages, with over 900 cards featured in full color,
showing the cards from Tempest, Stronghold and Exodus. Also
showing the cards from Tempest, Stronghold and Exodus. Also
Vanguard and Portal Second Age cards and details of the Magic 1996
Pro Tour decks and 1997 World Championship decks.
PEN Magic: Advanced Strategy Guide
For players who have a good strategy and knowledge of Magic rules,
this is an advanced training manual. Essential info on all of the
game's issues, from developing the art of deck design, how to combat
classic tournament decks, and getting the most from your cards.

classic tournament decks, and getting the most from your cards.

WIZ The Art of Magic the Gathering Rath Cycle \$37.00

A full color, glossy art book of the art from The Rath Cycle, as seen in Weatherlight, Tempest, Stronghold and Exodus Includes full color plates as well as working sketches

WIZ Official Urza's Destiny Game Guide........\$22.00 With fiction, full description and color picture of every card, detailed index, tips on how to use each card and planning strategies.

WIZ Magic: the Gathering Interactive Encyclopedia
This CD-ROM allows players to browse or search through every card
every produced for MTG, including Mercadian Masques Every
electronic card image includes full text and the original artwork. You
can also access MTG rules, it contains a deck builder, and keeps track
of your own MTG collection and advises its value. IBM Requires:
Pen 166, 32mbRAM, SVGA, SQCD-ROM, November.

\$110.00

WIZ The Gathering Dark Ice Age Cycle Book 1 Terisiare lies in ruins. Nations have fallen, goblins raid the land \$10.00 WIZ Bloodlines Artifacts Cycle Book IV. The dark lord Yawgmoth sends out an edict: kill Urza Planeswalker \$10.00

Middle Earth: The Wizards

ICE Middle Earth 2 Player Starter Set

A special two player starter set with specially assembled decks and Initial Adventure Guide for the beginning player, with simplified rules. The two 60 card decks have been constructed with Gandalf and Sariuman. Inleudes 2 dice, full color map of Middle Earth, two full color player sheets, 2 plastic hobbit company markers. \$36.00

ICE Middle Earth Challenge Decks

ICE Middle Earth Challenge Decks
There are ten different pre-designed decks, ready for tournament or casual play. Each fixed deck has 110 cards, rules summary, and suggestions on how to play the deck. All the cards have a gray border, but normal backs. You can order a specific deck, but if we have run out of that deck, we will substitute another at random. The decks are Stewards of Gondor Steamman), Release the Prisoners (Alatar), Dwarven Quest (Pallando), Bargain Between Friends (Radagast), Return of the King (Gundalf), Sujes & Trations (Admarph), Marqualing Broad of Uglies (Dwar), Steathly Tribe (Hoarnmrath), Margal Rallying Cry (Witch-king), Seducing Nations of Men (Indur). Challenge Deck 110 cards + rules ... \$10.00 Challenge Deck Display 1100 cards ... \$95.00

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ICE Middle Earth: The Wizards
In this card game, based on Tolkien's famous novels, you play one of
the five wizards sent to oppose Sauron. The goal of each wizard is to
marshall the forces of the Free Peoples so that Sauron can be
successfully resisted until the One Ring is destroyed. There are 480 +
cards in this unlimited Edition 2nd printing, and features artwork from
dozens of painters, including Angus McBride. You lose instantly if
your wizard is corrupted (like Saruman), or dies flighting the forces of
evil; you win instantly if you manage to destroy the One Ring,
otherwise, the player who marshalls together the greatest resources,
such as characters, allies, items, & factions, & so best able to resist
Sauron, is the one who wins.
Middle Earth Starter Deck 76 cards + rules.

\$7.50

Middle Earth Starter Deck 76 cards + rules	\$7.50
Middle Earth Starter Display 760 cards	\$60.00
Middle Earth Booster Pack 15 cards	\$1.25
Middle Earth Booster Display 540 cards	\$35.00
METW The Dragons Booster Pack 15 cards	\$2.00
METW The Dragons Booster Display 540 cards	
The dragons were created by the Black Enemy and brought t	
Earth to defeat the Valar and their children, the Free Peo expansion brings these terrifying creatures into your deck to	

ou and beckon you to their hoards 180 new black border cards Seaufful artwork on 18 Special Section 18 Special S

ICE Middle Earth: The Lidless Eye Limited Edition
Compatible and stand alone supplement, where you can play one of
the nine Nazgul in the service of Sauron, and use minions as
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Sauron's cause in Middle Earth. Has over 350 cards with beautiful

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ME: The Lidless Eye Starter Deck 76 cards + rules.
ME: The Lidless Eye Starter Display 760 cards.
ME: The Lidless Eye Booster Pack 15 cards.
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Over 140 new cards, for Middle Earth the Wizards or Middle Earth

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good and evil resources, and will use any means to achieve his end.

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Limited Expansion. At last, a refreshingly different presentation of
CCG cards - this expansion is sold in two boxes. Each box contains
132 fixed cards, including 52 new Balrog cards, and 80 previously
released cards that the Balrog can use in his army. So if you buy bot
boxes, you automatically receive all 104 new cards! Each box allows
you to play a balrog without needing any other cards. Lead forth your
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The Balrog infiltrates the Underdeeps beneath Moria. Here, he hopes
the ancient fires will instill him and his minions with new strength
ME: The Balrog 'Balrog' s Host' Box 132 cards ... \$36.00
The Balrog gathers the ores and trolls of the Misty Mountains into a
massive army, and is ready to fight wizard or ringwraith.
The Balrog Display 3 each of the above two boxes ... \$190.00 Middle Earth: The Balrog

ICE Middle Earth Gift Set Limited Edition
This limited edition Gift Set contains all two players need to play, plus heaps of extra goodies. Has two Unlimited Starter Decks, four Unlimited Booster Packs, two packs each from the Limited The Dragons and Dark Minions; 2 Burning Eye dice, 2 plastic hobbits, color Middle Earth map, rules book, card lists, and a sturdy card storage box that can hold 1,000 cards.

\$40.00

Pokemon

WIZ Pokemon

Can you believe it? Pokemon has finally been released in Australia.

Based on the cartoon series inspired by the Game Boy game. You can
now collect and train your favorite Pokemon to challenge rival

Pokemon trainers using the special attacks you've seen in the popular

Pokemon trainers using the special attacks you've seen in the popular TV show.

Pokemon Starter Deck 61 cards, rules, counters.

\$19,00 Pokemon Starter Display 6 or 8 decks

\$103.00 or \$137.00 Each Starter deck contains two 30-card theme decks so that two can play immediately, I holographic Pokemon card, 10 damage counters, rulebook. All Starter Decks contain the same two 3-card theme decks.

Pokemon Theme Deck 61 cards, coin, rules, counters.

\$A\$ Below

There are four types of Theme Decks. They are: *Overgrowth -\$24\$, take over the game by evolving your grass and water Pokemon to maximum toughness; *Blackont -\$22\$, leave your rivals in the dark as you destroy their energy with the lighting and water Pokemon, *Zapf-take, *ZaP Knock your opponents Pokemon out of the fight with the psychic and lightning Pokemon in this deck, *Brushfire -\$28.00 surprise your opponents by attacking swiftly and fiercely with fire and grass Pokemon.

*Salva *Sal

grass Pokemon.
Pokemon Theme Deck Display 8 decks...
Pokemon Booster Pack 15 cards.
Pokemon Booster Display 36 packs...

Pokemon Trading Card Album Has 14 Ultra-Pro 4-card pages that holds 112 Pokemon cards back-to-back. \$15.00

Rage

WW RAGE Trading Card Games

By White Wolf Take control of a pack of werewolves, commanding them in battle against your opponents pack and creatures of the Wyrm Use special cards to arm your werewolves with mystical equipment and weapons or to unleash spiritual magic upon opponents. Outwit your opponents using social actions to strip them of their powers and award your pack more Renown for victory. There are over 300 cards in the Unlim Ed. If you order one of each display, but 2 of

Journals in the Unlim Ed. If you order one of each display, but 2 of Reige Starter Deck 60 cards, rules \$2.50 Rage Starter Deck 60 cards, rules \$2.00 Unlimited Version Starter Decks. Every starter deck is different. Rage Booster Pack 12 cards \$1.00 Rage Booster Display 24 packs \$20.00 Unlimited Version Booster Packs There is one special Past Lives chase card in every 276 cards \$1.00 Unlimited Version Booster Packs There is one special Past Lives chase card in every 276 cards \$1.00 The Umbra Booster Pack 12 cards \$1.00 Unlimited Version Booster Display 24 packs \$20.00 Limited Edition Expansion, which explores the mystical spirit realm known as The Umbra An all-knew territory to explore with new and powerful enemies hown as the Uniora An all-knew territory to explore with new and powerful enemies

The Wyrm Booster Pack 15 cards.

\$1.00

The Wyrm Booster Display 24 packs.

Limited Edition Expansion, which allows you to play packs of Wyrm creatures. Now you can battle against those pathetic packs of Garou who struggle to save a planet you've already conquered.

Legacy of the Tribes Pack 12 cards.

Legacy of the Tribes Display 24 packs.

\$20.00

Limited Edition Expansion. The time of the Apocalypse draws closer, and preparing for the worst, members of the tribes call forth their greatest heroes, most powerful fetishes, strongest allies, greatest resources

Rage Across Las Vegas

FIV Rage Across Las Vegas
Rage is the fast paced fighting game of werewolf combat based on
White Wolf's acclaimed World of Darkness Werewolf roleplaying

game. Players form packs of werewolves and attempt to defeat the other players. There are 9 60-card releases.
Rage Phase # 1 Starter Deck 60 cards + rules
2 different Preconstructed Starter Decks. Get of Fenris and Wendigo.
Rage Phase # 1 Booster Pack 8 cards
Rage Phase # 1 Combo Display 6 decks, 24 packs
Rage Phase # 2 Starter Deck 60 cards + rules\$12.50
2 different Precon. Starter Decks: Bone Gnawers and Red Talons.
Rage Phase # 2 Booster Pack 8 cards\$3.00 Rage Phase # 2 Combo Display 6 decks, 24 packs\$140.00
Rage Phase # 2 Combo Display 6 decks, 24 packs \$140.00
Rage Phase # 3 Starter Deck 60 cards + rules
2 different Precon. Starter Decks: Silent Striders and Shadow Lords.
Rage Phase # 3 Booster Pack 8 cards\$3.00
Rage Phase # 3 Combo Display 6 decks, 24 packs \$140.00
Rage Phase # 4 Starter Deck 60 cards + rules\$12.50
2 different Preconstructed Starter Decks: Galliard and Philodox.
Rage Phase # 4 Booster Pack 8 cards\$3.00
Rage Phase # 4 Booster Pack 8 cards\$3.00 Rage Phase # 4 Combo Display 6 decks, 24 packs\$140.00
Rage Phase # 5 Starter Deck 60 cards + rules
2 different Precon. Starter Decks: Children of Gaia and Black Furies.
Rage Phase # 5 Booster Pack 8 cards \$3.50
Rage Phase # 5 Combo Display 6 decks, 24 packs \$160.00
Rage Phase # 6 Starter Deck 60 cards + rules\$15.00
2 different Preconstructed Starter Decks: Uktena and Iron Riders.
Rage Phase # 6 Booster Pack 8 cards\$3.50
Rage Phase # 6 Booster Pack 8 cards\$3.50 Rage Phase # 6 Combo Display 6 decks, 24 packs\$160.00
Rage Phase # 7 Equinox Starter Deck 60 cards + rules \$16.00
3 different Preconstructed Starter Decks, they are: Silver Fangs,
Fiana, Stargazers.
Rage Phase # 7 Equinox Combo Display 6 decks, 24 packs\$183
Page Phase # 7 Equinox Booster Page 8 cords \$4.50
Rage Phase # 7 Equinox Booster Pack 8 cards \$4.50 Rage Phase # 7 Equinox Booster Display 24 packs \$99.00
Rage Phase # / Equinox Booster Display 24 packs

Star Trek Next Generation

DEC Star Trek Introductory Two Player Game DEC Star Trek Introductory I wo Player Came
There are two types, Klingon and Federation. Both sets include two
pre-customized 60 card starter decks, one Federation and one
Klingon, with new cards being 11 new mission cards and the
legendary Spock, also have two 15 card booster packs, one from the
initial white bordered booster, the other from Alternate Universe; and
two black border cards: Data laughing and Admiral McCoy. The
Klingon set has three black bordered Klingon cards, Mogh, Gi'ral and
Ja'rod. The Federation set has three black bordered
Cards, Admiral
Picard, Commander Data, & Commander Troy.

\$45.00 each

Star Trek Next Generation

DEC Star Trek Next Generation
The game features fast action based on the action in the series. Game play is refreshingly different and unique. You can be Federation, Romulan, or Klingon. Your deck will include mission cards, dilemma and interupt cards, artifact cards, outpost cards; ship cards; personnel cards, crews with which to form Away Teams; etc.
Star Trek Premiere Starter Deck II 68 cards + rules. \$14.50 Has 60 cards from the Unlimited Edition, rules, and 8-fixed limited ed black bordered cards with 6 new missions, new outpost, new event.
Star Trek Next Generation: Booster Pack 15 cards \$150.00 A random assortment of 15 cards of the Unlimited White Border edition, with at least one rare and one uncommon card.
Alternate Universe Expansion 15 cards. \$34.50 Alternate Universe Expansion 15 cards. \$34.50 Alternate Universe Expansion 16 cards. \$34.50 Alternate Universe Expansion 15 cards. \$34.50 Alternate White Border edition, with at least one rare and one uncommon card. Alternate Universe Expansion 15 cards. \$34.50 Alternate Universe Expansion 15 cards. \$34.50

Deep Space 9 Starter Deck 60 cards & rules	\$14.50
Deep Space 9 Starter Display 720 cards	\$150.00
Deep Space 9 Booster Pack 9 cards	\$3.75
Deep Space 9 Booster Display 270 cards	\$99.00
Introduces the Deep Space 9 Space Station, its captain and c	
affiliations, the Bajoran wormhole, and the Gamma Quadra	nt. There
are 260 new cards. Can by played with Star Trek or by itself.	
Star Trek: The Dominion Booster Pack 9 cards	\$3.75
Star Trek: The Dominion Booster Display 270 cards	
130 new cards. The Dominion affiliation, Weyoun, the Jer	
the USS Defiant, Gamma Quadrant missions, the Fou	
themselves or infiltrators, garrisons, planetary subjucation.	Also new
rules specially for the Jem'Hadar, the Founders, etc. Blaze of Glory Booster Pack 9 cards	62 76
Blaze of Glory Booster Pack 9 cards	\$3.75
Blaze of Glory Booster Pack Display 30 packs	
130 new cards. A new battle side deck, two dozen Kling	ons and
Romulans, collectable diffraction foil cards, powerful new s	tarships,
new ways to take and exploit captives, an arsenal of hand wea	pons.

Star Trek Next Gen. Card Game Factory Set Star Free Next Gen. Lard Game Factory Set 3150.00 This Limited Edition Collector's Tin for Star Trek the Next Generation Customizable Card Game contains all 363 common, uncommon and rare cards from the basic set. The cards are printed with a distinctive silver border on the finest playing card stock possible for the cards are printed with a distinctive silver border on the finest playing card stock

Star Trek Official Tournament Sealed Decks

Star Trek Official Tournament Sealed Decks
Contains 12 fixed-contents tournament decks, each of which contains
4 packs of Unlimited Boosters, 1 Alternate Universe Booster, 1
unique 20 card pack, limited edition, made exclusively for this
product Comes in a box that can hold 300 unsleeved cards. Inside the
sealed external wrapper, each box has one of six random different
cover designs, being Borg, Bajoran, Cardassian, Federation, Klingon
and Romulan. Your cannot specify which you want.
Star Trek Official Tournament Sealed Deck
\$30,00
Star Trek Official Tournament Sealed Deck Case (12 dcks) \$310

Star Wars Episode I

Contains four 40-card preconstructed decks, for 2 - 4 players. Features an easy to understand rulebook, that teaches gameplay and then how to customize decks. Not compatible with the below. \$40.00

SWYJ The Jedi Council Starter Deck 60 cards + rules \$16.00 Two major changes - Coruscant characters and the addition of six new location cards. Starter decks are fixed and contain 10 cards not found in the booster packs. Foil cards appear only in the booster packs. SWYJ The Jedi Council Starter Deck Display (720 cards). \$170.00 SWYJ The Jedi Council Booster Pack 11 cards \$4.75 SWYJ The Jedi Council Pack Display 30 Booster Packs \$122.00

Young Jedi Collector's Box Contains 12 booster packs of 11 cards each, (same as above), a sturdy card holding box with a picture of Darth Maul on it, & card list \$63.00

Star Wars

DEC Star Wars Premiere Introductory 2 Player Game The Star Wars universe comes alive as the Rebel Alliance battles against the unrelenting power of the Galatic Empire. Choose to play the Rebel side or the Imperial side. This game equips you with two ready to play 60 card starter decks, a full color 20 page rulebook, and six unique cards only found in this set, including Luke and Darth Vader.

\$40.00

DEC Star Wars Special Edition

A new 324 card limited edition set which features art from the three Special Edition movies, which were re-releases of the old movies plus new computer graphic characters, scenes, ships and wchicles, etc. Star Wars Special Ed Starter Deck 60 cards + rules . \$18.00 card sar effixed, so are immediately playable. Come as either Dark Side or Light Side. You can specify which, but if we run out of one, we'll supply the other Large format rules version 2.0.

Starter Deck Display (720 cards) . \$190.00 Star Wars Special Ed Booster Packs 9 cards . \$3.75 Star Wars Special Ed Booster Display 30 packs cards . \$99.00

Star Wars First Anthology \$100.00 Sold out commercially, this limited edition is now only available from secondary markets, hence the high price.

Star Wars Second Anthology
A limited edition heavy duty cardboard box that fits over 800 Star Wars Cards Inside the box are eight Unlimited Booster Packs, two limited Dagobah Packs, two packs of Cloud City, plus a free bonus selection of 6 white border preview cards from a future set, including Mon Calamari Star Cruiser, Sarlacc, Mon Mothma, etc.

Star Wars Official Tournament Sealed Decks

Ontain 12 fixed-contents tournament decks, each of which contains 4 packs of Unlimited Boosters, 1 New Hope Booster, 1 unique 18 card pack, limited edition, made exclusively for this product. Comes in a box that can hold 300 unsleeved cards. Inside the sealed external wrapper, each box has one of six random different cover designs. You cannot specify which you want.

not specify which you want.

Wars Official Tournament Sealed Deck
Wars Official Tournament Sealed Deck Case (12 dcks) \$310

Tomb Raider

PRE TOMB RAIDER CCG

PRE TOMB RAIDER CCG
Based on the computer game, this revolutionary CCG captures the leart and soul of Tomb Raider. Movel Fight! Think! and Search! To be the first to find the hidden treasure and win the game. Legendary quests, fabulous items, and daring raiders all combine with game play features like upgrades, save points, and escalating difficulty. Tomb Raider Starter Deck 50 cards, rules, dice, piece, bitr pack. \$17.00 There are 2 starter deck types: Trapped in the Tombs, where Lara uses her wits to search for ways to circumvent the tomb's ancient traps, and Into the Caves, where Lara needs frequent use of her gun to kill sinister monsters.

and Into the Caves, where Late needs requestions instruments instruments. Tomb Raider Starter Deck Display 10 Starter Decks.
Tomb Raider Booster Pack 8 cards.
Tomb Raider Booster Pack Display 48 packs.

Jyhad & Vampire: the Eternal Struggle

WIZ JYHAD TRADING CARD GAME
This game by Wizards of the Coast, is a collectible card game set in White Wolf's dark Vampire: the Masquerade world. These cards are fully compatible with the new Vampire: the Eternal Struggle CCG
There are over 400 cards in the set. Limited stocks, so be quick
Jyhad Starter Deck 76 cards, rules
Jyhad Starter Display 10 decks, 760 cards
Jyhad Boster Pack 19 cards
S1.50
Jyhad Booster Display 36 packs, 684 cards
S40.00

Warlords

ICE Warlords

ICE Warlords
A simple, fast, fun, multiplayer (2 – 8 players) fantasy game, based on the popular computer game. For the new special price, it's great value. You assemble your heroic followers, gather your armies, and build citated. Venturing out to explore, find treasure, or wage war, you avoid or crush cruel beasts and outmaneuver your foes warriors and armies. Using strength and guile, you try to be the first to rise as the supreme warlord. 251 cards in

the set.

Warlords Combo Display 8 Starter Decks, 16 Boosters.... Each Display has eight different starter decks, each being a different "faction", and 16 Randomised 12-card booster packs, but without rare or uncommon distinctions. Therefore, it is easy to collect an entire faction.

Xena

WIZ Xena: Battle Cry

Contains original Xena cards plus new Battle Cry Cards. You assume the role of a warrior king or queen. Battling with other monarchs over the ancient lands, you command characters and use amazing actions to outwit your opponents and drive them from the battlefield. The details

Trading Card Accessories

CRF81117 Magic the Gathering Collector's Album \$9.00 A stunning collectible card game 3-ring Collector's Album, designed for Magic: the Gathering, but usuable with any cards, of course!

CRF81169 Mirage Collector's Album Specia A stunning collectible card game 3-ring Collector's Album, defor Magic: Mirage, but usuable with any cards, of course!

CRFRPJ-N8-2U Card Album \$12 High quality card album that fits the Superpro Sheet Card Holders

GYM Superpro Sheet Card Holders (1) \$0.50 Each sheet fits in the above Collectors Album Ringbinder, and fits 9 cards. The plastic is totally transparent, and protects the cards from any scuffing, etc.

any scuffing, etc.

CRF81100 DECK PROTECTORS

The protectors are only marginally larger than the card, so that card does not float around inside the protector and get scratched - the protectors fit into the pocket album pages; you can use them during game play, and they have no PVC, so they protect the cards while in storage. There are 100 protectors in one deck. There are 10 decks in one display. For a whole display...

Slack-back Deck Protectors These Ultra Pro rigid top loading card protectors have black, non-transparent backs, so that your opponent cannot see the backs of your cards.

Sl3.50 each or for a whole display \$119.00 lo decks.

Red-back Deck Protectors These Ultra Pro rigid top loading card protectors have black placks.

opponent cannot see the backs of your cards. \$12.50 each or for a whole display \$109.00 10 decks.

GYM Ultra Pro Floppy Card Sleeves (100) \$3.25
For this ridiculously little price, you get 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one card, and is a great way to protect your cards while keeping them in a usuable format.

CRF200CB Ultimate Collection 200 Card Plastic Box \$2.50 Made of durable, rigid plastic, this box fits 200 trading cards value for this price. Limited stock available.

Role Playing Games

Color Code

- New Item Now Available and in Stock
- New Item Not Yet Released

7th SEA PLAYER'S GUIDE By AEG. Discover the world of 7th Sea, where swashbuckling mixes with soreery and piracy in heroic action. This is a world where severt societies, intrigue, and dashing acts of dering-do abound. Includes a quick-start guide, over 100 pages of source information on Theah, the world of 7th Sea Rules use a unique bidding system, giving players and GMs control over the mechanics of the game. Hardback. 355.00

Theals, the world of Thi Sea Rules use a unique butding system; growing and GMs control over the mechanics of the game. Hardback.

55.00
7th SEA GAME MASTER'S GUIDE The perfect companion to the Player's Guide, this hardbound volume contains everything from helpful hints to downright dirty tricks, plus a wealth of information on the world and its nations, cultures, secret societies. Hardback.

7th Sea GM's Screen & The Erebus Cross #1 Typical GM screen, plus the first part in a 3 part adventure that leads the players across main and Theah Also into from the Explorer's Society sourcebook.

S37.00
Nations of Theah Book 1: Pirate Nations With maps and descriptions of three pirate locales, statistics and descriptions for all of Theah spirate factions, sailor sourcebook, new rules for boarding actions, etc.

S37.00
Nations of Theah Book 2: Avalon Pulls back the factive will to reveal the secrets of the UK. Due Nov.

the secrets of the UK. Due Nov.

The Knights of the Rose & Cross Unafilliated with any nation, the Knightly Order stands for honor and justice. However, behind the dashing smiles is a secret that will change Theah forever. Due Nov.

\$37.00

Aberrant

Aberrant RPG By White Wolf, this complete RPG is the prequel to Trinity RPG, dealing with the Aberrant Era. Set in the early 218 Century, before the devotating war against humanity, this game allows you to be one of these committed by the second beings of real power, and to experience their struggles to avoid the coming catachysm. Was it a Golden Age or Hell on Earth? What were the aberrants neally like? Were they really mad gods ununing rampant across the world? 296 pages. Softcover Version \$46.00 Hardcover Limited Ed \$55.50 Aberrant Storytellers Screen Typical GM screen plus a 72 page book containing setting information including the effects of novas on existing corporations, religions and cults Also a complete story.

328.00 Aberrant Dice A set of fun 10-sided gold and blue dice & bag_Dec. \$14.00 Exposes: Aberrants Funditives, murderers, or unsume herose? The nascent

Alternity

INTRODUCTION

Incident at Exile Fast-play Game The perfect, cheap intro to Alternity. This 48 page book has everything needed to explore this wonderful and terriving future in a self-contained roleplaying game. The rules are a shorthand version of the full game, and there is also a full adventure. \$9.50 Alternity Adventure Game The Adventure Begins Now This introductory boxed set introduces new players into an exciting self-it universe where they control the action, a place full of adventure, wonder and terror. Has all the rules required to begin playing also an adventure book full of scenarios, pregenerated heroes to begin playing fast; GM screen and dice.

CORE RULES

ALTERNITY Player's Handbook By TSR, this full color book, written especially for players, features a fast-play introduction that allows you to start playing quickly, guidelines for creating science fiction heroes, and rules for combat, challenges, encounters, aliens, mutations, psionics, and future equipment. Tons of full color & B&W art. Looks good - TSR finally made a worthy entrance into the Sci-Fig genre, 254 pages.

ALTERNITY Gamemaster Guide This full color volume with 256 anaecs and horstback cover his everything needed to moderate the Alternity gamemaster.

ALTERNITY CHARMEMASTER GIBBE Install color volume with 250 pages and hardback cover has everything needed to moderate the Alternity game, including rules for creating characters, adventures and campaigns for any sci-fle setting. a Past Play chapter that teaches the basics of moderating the game and provides a starting adventure; starships construction rules and a tactical space combat system; star system design rules, thirty aliens and creatures; how to designs aliens & alien artifacts, etc.

ACCESSORIES

Alternity Campaign Kit Features a four panel GM Sercen and 32 pages of record-keeping aids, including supporting east forms, character sheets, hero roster, ship diagrams, and ship logs.

S22,00

Alternity Dataware This handbook provides expanded rules, game stats and descriptions for using or designing futuristic computers, robots, and other types of artificial intelligence. A comprehensive section on the cyber-reality of ridspace details hacking, netrunning, & virtual reality. Can be used with Star Drive.

Gridspace details hacking, netruthning, ex virtual reamy can to was \$34.00 brive.

Alternity Starships For players and GMs, presenting everything about spaceship construction. Also has a list of new equipment for campaigns from the Fusion Age to Energy Age, over 16 deck plans for ships from one-man fighters to corvettes. Also drivespace, jump gates and hyperspace.

\$35.00 Alternity Tangents Imagine a world, parallel to ours, where the Roman Empire never fell, or where millions live in underwater cities, this sourcebook lets von design hundreds of strange new worlds in parallel dimensions. Also has an adventure in which 3 = 6 heroes must track down a group of terrorists who have escaped into another dimension.

\$35.00 Beyond Science: Guide to FX A fresh new look at the rules for FX or paranormal abilities such as magic and superpowers. Competible with any

paranomal abilities such as magic and superpowers. Compatible with any Alternity game. Over 100 new arcana magic, faith and super powers FX skills in eighteen specialities, including alchemy, energy control Due 16-bt. \$3.50.

Mindwalking: A Guide to Psionics Expands upon the psionics mices from the Players I shadlook, adding now skills and powers. Can be used with Star Drive and Dark Matter campaign settings. Due Nov. \$35.00.

STAR DRIVE

STAR DRIVE CAMPAIGN SETTING The first campaign setting for Alternity. This hard cover book features stunning cover art and 256 full color pages, packed with illustrations, star maps, maps of cities, deck plans, etc. It is the dawn of the 26th Century, a time where humankind, after centuries of

warfare, stands on the threshold of greatness or the brink of destruction. One entire colony in the Verge was destroyed in a matter of hours, with no survivors. Who or what was responsible? The event is called The Silence. Includes history, all aspects of 2501AD human society, from medicine, religion, eybertechnology to the Grid and robotics; 13 stellar nations; the Verge, etc. \$55,00

Star Drive Campaign Supplements

Alien Compendium: Creatures on the Verge Inside this 128 page full color volume are more than 60 detailed descriptions of aliens that live in and around the planets of the verge. Creatures range from cystaline lifeforms to sea creatures.

Compendium II: The Exploration of 2503 A ensive guid with dozens of new aliens creatures, plus a guide to creating \$37.00

new and unique altens 96 pages. Dite. April.

Atternity Arms. & Equipment Guide From protective gear to weapons of mass destruction, from merchant equipment to VergeTech to WegaCorps and Personal Security. More than 100 items are detailed, with descriptions, game stats, & illustrations.

331.50

descriptions, game stats, & illustrations.

Sol. 2.

Klick Clack A Klick base has been discovered, and now the Concord taker the war to the enemy. This adventure allows the players to assault a Klick base and get inside a Klick attack ship.

\$18.50

Includes details on a new alter species that could become humanity's most instead ally or deadliest enemy set the adventure into the second humanity's most instead ally or deadliest enemy set the adventure into the Nov.

Outbound: An Explorer's Guide For scouts and heroes who dare to venture into the unknown reaches of the Verge. Has three detailed star systems to explore, info on the Concord Survey Service, new equipment and cancers, exploratory adventures, new alien species.

Planet of Darkness The planet Lison is cloaked under a veil of darkness, while its inhabitants mine precious metals. A discovery is made of something which could change the balance of power in the Oberon system for ever, amidst endless machinations between stellar nations and megacorps.

Star Compendium: Systems of the Verge An updated map of the Verge. Overview of the state of the region. How the Verge colonies relate to each other. An indepth look at six systems including settled worlds, lost colonies, fledgling outposts and virgin territory. In full color.

System Guide to Aegis Aegis Systems is the heart of the Verge. Reveals into about the entire star system, from the mysterious origins of Bluefall and the secrets of the Deepfallen to the gas giant Rederown. With map. Duc. Jan. 35.00.

The Lighthouse Lighthouse is a starfaring outpost that roams the Verge and provides a starting point for adventure. Included are maps. ready to use supporting east members, ac.

"The Last Warhulk The first full length adventure for the Star Drive stung." A relie from the last galactic var is discovered. This ancient warship continues to fight, although the conflict ended decades ago, threatening millions of lives. Can you disable the ship or convince the Al to quite the war? "\$26.00

Threats from Beyond A collection of adventure hooks, news reports, interviews and other data that uncover a massive galactic conspiracy, plus evidence on the emerging alien menace known as the Externals. These creatures have began an invasion that could whipe out humanity

STAR DRIVE NOVELS

The Harbinger Trilogy

1. Starrise at Corrivale Great reading - I read all 370+ pages in three days! Gabriel Connor is a Concord marine with great opportunities before him, until he is made the scapegoat of a political disaster. But as he finds himself up against the governments of fivo planets in the Verge, Voidcorp, and Concord friends-became-enemies, he finds Concord has not finished with him yet. While trying simply to survive, he stambles across part of the mystery about The Silence, but he doesn't like what he finds...nor will you! SIL00

2. Storm at Eldala Gabriel Connor and his final friend Enda continue to carve out a living amongst the worlds of the Verge, accepting a contract to survey a new world. But old enemies hunt them relentlessly, and they stumble across alien artifacts/mins millions of years old.

5. Nightfall at Algemmon An alien menace looms on the outer reaches of

Miscellaneous Star Drive Novels

On the Verge War erupts on Arist, a frozen world in the borders of known space. Lieutenant Damion Witzko and the Concord Marines charge in to prevent the conflict from escalating offworld, but soon discover that an even darker threat awaits them.

2. Starfall A collection of short stories set in the Star Drive setting, written by such leading science fiction authors as Michael A. Stackpole, Diane Duane, Robert Silverberg, etc.

Robert Silverberg, etc.

3. Zero Point Peter Sokolov, a bounty hunter and cybemetic killer for hin.

apprehends his target, a Japanese woman. But they encounter a dereliet alien spacecraft and learn that the only way they can survive is to trust each other. This really is a gent novel, you can tip uit down, More twists than a bried!

4. The Silence Between the Stars Killian Stiver leads a team of explorers to the desistated bluk of Sunhavk, in search of the Imperator, a fibled prize of mysterious origins. Due Nov.

\$11.00

DARK MATTER CAMPAIGN SETTING In the modern was considered as it appears Paramormal occurrences and occult activities the production of the

Alternity StarCraft

Alternity StarCraft Adventure Game Based on the popular computer game by Blizzard Entertainment Brings the Zerg, Protoss and Ternan characters, creatures and vehicles to the Alternity roleplaying system Mar. \$37.00

Ars Magica: 4th Ed

AKS JVIAGLEA 4.11 Ed The new edition of Ars Magica by Atlas Games. This is the world of Mythic Europe. It is a place where the glories of the Classical world are dust and the promise of the Renaissance is yet to come. The time is the 13th century, 1220 to be exact. Life is a struggle; wars and plagues stalk the land, the church and kings rule with an iron fist. Yet Mythic Europe is also a place of magical wonder, inhabited by all the creatures of folktale and myth. What the folk of the land believe holds true: facries and rural spirits must be placated; demons corrupt everything they touch; divine power is accessible through praver, and magic is everywhere. You will play a magus, a member of the mystical Order of Hermes.

\$55.00

A Medieval Tapestry Within these pages lies the wealth of Mythic

Europe - its colorful inhabitants. This collection describes more than fifty characters in detail. It includes backgrounds, adventure seeds, relevant historical and saga information, complete statistics, etc.

\$37.50
Festival of the Dammed Two classic adventures fully revised. The Ghoul of St. Lazane begins with the discovery of a mutilated corpus. Festival of the Dammed sees the forces of Hell back in St. Lazane.

\$36.00
Hedge Magic Features 4 non-Hermetic magical traditions of Mythic Europe. The Cunning folk live closes to the land. Natural Magicians study the classical works of antiquity, uncarthing new secrets. Spirit Masters call magical beings of diverse sorts. Ascettics are able to take their minds and bodies beyond the mundane limits of the world.

Heirs to Medius the Stonehouse Tribunal Details Mythic

Stonehenge Tribunal Details

Rechet the order of referres the drunds stole cities The December 353220.

Kabbalah: Mythic Judaism Delves into the Jewish Quarters of Mythic Europe, investigating the full spectrum of Jewish law, history, faith and legend Reveals the mysteries of Kabbalah, its scope ranging from genaria to the Tree of Life to the creation of golems, and two new classes of hedge wizards bashem & necromancers.

of Life to the cuation of golems, and two new classes of hedge Wizards to ashem & necromancers.

\$37.50

Parma Fabula Contains a 4 panel GM screen and a 32 page booklet, which has a storyguide that can be used in any saga, including arrefacts and other noteworthy tiems; a fully described library; non-player characters, etc. \$22.50

Return of the Stormrider Vanquished twenty-three years ago, the tempest rises again. The Storm Steed's hoofprints scorch the earth as the Stormrider lays waste to everything in his path, includes pregenerated characters plus the adventure. Good for new players too.

The Dragon & the Bear The sourcebook of the Novgorod Tribunal, covering the eastern lands of Mythie Europe, from Poland to Russia to the steppes where the Mongol horde waits to descend upon the west Evantines slavic facire, pagan Volkiny priest-wizards, and Novgorodal landscape. \$45.00

The Fallen Angel When something terribly evil from beyond the moon falls to earth, the magi find themselves frighteningly powerless. The magic must discover the secret of the demon's essence and from its native substance forge a weapon to destroy it. Then of course, they must find some-one fool enough to wield it.

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The Mythic Seas This book examines the ships that travelled the ocean waters, offering rules for their creation and maintenance. It delves into the myths and legends of the deep, plus rules for trade. Has a host of sea-beasts, mundane and magical. New spells, new books, new character archetypes.

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The Wizard's Grimoire This fully revised edition features new templates for player character magi, essays that examine topics of concern to the wizardly class, rules for improving laboratories in a myriad of ways, sample magic items, 100 new spells, etc.

Ultima Thule The soure-book of Norway, Sweden, Denmark, Iceland, and Greenland. Describes the demizens, culture, defities, etc. Also rules for Norse character creation, vitki runemasters. Finnish wind wizards, etc.

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Babylon Project

THE BABYLON PROJECT RPG The year is 2259 The atmosphere aboard Babylon 5, a massive space station set in neutral territory between human space and that of several fractious alien races, is tense. The Earth-Minbari war is over, but trouble is brewing between the Nam and the Centauni. And munours are circulating - rumours of political chaos back on Earth, of colonies in rebellion, and of the Shadows - a force so dark and powerful that it destroys entire fleets without any survivors. This officially approved RPG of the popular TV series Babylon 5 is a full color, glossy publication. Full of color pantings inspired from the series, as well as sector maps, photos from the series, as well as sector maps, photos from the series, as well as sector maps, photos from the series, as well as sector maps, photos from the series, as well as sector maps, photos from the series, as well as sector maps, photos from the series. When the series is the series of the series. Series of the series of the

information.

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Earthforce Sourcebook It's finally been released! Outlines the structure of Earthgov's military arm, delves into military life, details Earthforce facilities and ships, and features a complete miniatures game of ship to ship combat, with ship record sheets provided for most Earthforce ships, and some Nam. Centauri, and Minhoat ships, and with color cut-out counters for all ships.

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Baron Munchausen

BARON MUNCHAUSEN The Extraordinary Adventures BARON MUNCHAUSEN The Extraordinary Adventures of A highly ingualr and amusing, complete releplaying game in just 24 pages! By Hogshead Publishing. The whole book is written by the Baron himself, who digresses into one of his stories every other paragraph. To quote the Baron, 'My game is a simple one, based upon a ritual I observed in the tribes of the remote Amazon, which they practise while preparing food. I was able to study the ritual in some depth since I had undergone the misfortune of being captured and was indeed the food...ah, but I am meandering again. The game is simple. The players sit around a table, preferably with a bottle of an interesting liqueur or a decent wine to moisten their throats, and each takes a turn to tell a story of an astonishing exploit or adventure. The telling of the tale is prompted by one of the others (the game has 200 ready-made story ideas) and the rest of the company may interrupt with questions and observations, as they see fit, to which the tale-liter robust or avoids. The winner buys the others a drink, and then the game starts over again.

Big Eyes, Small Mouth

BIG EYES, SMALL MOUTH RPG Roleplaying in the anime world. This multi-gene RPG has been inspired by the dynamic characters and stories found in Japanese animation. Comedy or horror, fantasy or science fiction. The game emphasizes reloplaying rather than numbers and charts. Additionally, character creation can take less than ten minutes, and offers characters magic, mechs, pistols, heightened abilities, unique artifacts, etc. With anazing art, easy to follow flow charts, concise tables.

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The Sylvan Veil Saga Dragonlance Dramatic Supplement. Let your heroes be the first to set foot outside the Silvanesti Shield into new lands, including the Silvanesti Forest. But the fate of an ol-even city soon rests in your hands.

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337.50

DRAGONLANCE THE FIFTH AGE NOVELS

The Dawning of a New Age The Chaos War is over Magic has gone away, or has it? This novel begins the saga of the humans' struggle for survival in a war tom landscape as new threats loom at every turn.
 The Day of the Tempest tris Krynn's darkest hour, but a handful of humans refuse to surrender. Spurred on by the sorcerre Palin Majere and anned with an ancient dragonalence, they stand up against the dragons. It may be their last act of courage.
 The Eve of the Maelstrom The two most powerful dragon overlords

Min an acceleration of the Maelstrom The two most powerful dragon overfords clash in a showdown for ultimate rule over Ansalon! The Blue Dragon plots against Malys in a bid for dominance over the other dragon overfords and her fury at his betrayal is massive & fiery.

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4. Relics & Omens Short stories set after the Chaos War and in the dawn of the Fifth Age. Old companions and fresh heroes. New and ever more finatastical creatures. Banished gods and lost magic. Dragon Overfords taking over Krynn.

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DRAGONLANCE NOVELS

Dragonlance Chronicles

Dragons of Autumn Twilight Dragons have returned to Kram. War and destruction engulf the land. But a woman with a blue crystal staff appears, and a quest is formed, as the woman, knight, kender, warrior, dwarf and mage search for the legendary Dragonlance.

2: Dragons of Winter Night The adventure continues, treachery, intrigue, and despair threaten to overcome the Heroes of the Lance in their opic quest. Now they search also for the Dragon Orb.

3: Dragons of Spring Dawning Hope dawns with tecoming of spring, but then the heroes, now armed with dragonlances, find themselves in a trancic battle with Takhisis, Queen of Darkness.

5:12.00

4. Dragons of Summer Flame Raistlin returns, and a new generation of heroes must defend Krynn against an ancient force of destruction.

5: The Annotated Dragonlance Chronicles Contains Dragons of Chronicles (Particular Light), without Flight and Spring Dawning, plus notes, commentary, and original source material and observations by Weis & Hickman. Nov. \$65.00

Dragonlance Legends

1: Time of the Twins The War of the Lance has ended. Or has it? Raistlin intends that the darkness return. Only two people can stop him. Crysania, a beautiful cleric of good who is drawn to him like a moth to a flame, and Caramon, Raistlin's twin. Ther must travel boak in time to save Raistlin. \$12.00 2: War of the Twins Escaping the doomed city of Istar, Raistlin, now a powerful wizard, casts a spell that brings Caramon & Crysania forward to his point in time. Then he intends to enter the Portal and challenge the Dark Queen. But too late Raistlin discovers he is caught in a trap that will distrup him. \$12.00 3: Test of the Twins Raistlin casts the magical spell that has cost him so much, and the portal opens. but at the same instant, Caramon operates the time travelling device. The fields of magic shift and collide. Caramon and Tas are

flung off into an unexpected time and place where they make a horrifying discovery. Raistlin enters the Abyss to fight Takhisis. \$12.00

Dragonlance Tales

1: The Magic of Krynn A collection of short stories including Tanis and Flint helping a young girl they find frightened and alone in the woods. Another story asks is Raistlin truly dead? There are tales of sea monsters, etc. \$10.00 EX. KENDERS, Gully Dwarves & Grommes A collection of short stories including three adventure seeking sons of Caramon Majore who lose a bet to a magnificently bearded dwarf and end up shanghaied on an incredible gnomish sailing vessel.

sailing vessel.

3: Love and War A collection of short stories, including the legend of Raistlin's daughter, a strange story by Caramon, a novella journeying into secrets of the heart and manour about the past.

4. The Best of Tales Volume One Collected best short stories of the original Dragolance Tales seems, unfolding a world of heroism, magic and fantasy, including a new short story written by Mangaret Weis. Feb. \$13.00

1: The Reign of Istar A kender becomes a Solamnic Knight (almost). An ourse emerges as an unlikely saviour of the dwarven race. And gladiators compete \$11.00

S11.00 in the bloodsport of Istar
in the bloodsport of Istar
2: The Cataclysm The Kingpriest's arrogance brings the wrath of the gods
upon Krynn. The result is the Cataclysm - chaos and anarchy, despair and
villainy, and inspiring heroism
3: The War of the Lance Krynn is caught in the grips of a terrible war
between the minions of Takhisis, Queen of Darkness, and the followers of
Paladine and the gods fo good. Dragons clash in the skies, and a group of friends
are forged together as a unit - the Heroes of the Lance.

\$11.00

DL Saga Heroes

1: The Legend of Huma A gripping story of Huma, the fabled Hero of the Lance. Traces his mysterious origins and his Oath to the Measure, his encounter with treachery among the Solamic knights: his love for the Silver Dragon, and his final showdown with Takhisis. But who will win? \$10.00

the Lance. Traces in control of the Solamiic Kinghas has been concurred with trachery among the Solamiic Kinghas has been considered as the Solamiic Kinghas has been considered as the Solamiic Kinghas has been controlled the powerful and secret Stomblade sword is stolen, and then turns up years later, setting in motion a series of deadly events. Only the heroic dwarf knows the magic of Stomblade, and he sets out to recover the tweapon amidst a land rife with war and treachery.

Stolen and the set of the secret solamiic Knight Bayard Brightblade, and a none-too-bright centaur named Agion, they must overcome the schemes and traps of a sinister illusionist known only as the Scorpion.

DL Saga Heroes II

Kaz the Minotaur Sequel to the Legend of Huma. Stalked by enemies after Huma's death, Kaz hears rumours of evil incidents. When he warms the Knights of Solamnia, he is plunged into a nightmare of magic, danger, and deja. \$10.00

vu.

2. The Gates of Thorbardin Beneath Skullcap is a path to the gate of Thorbardin. & the magical belm of Grallen. The finder of Grallen's belm will be rewarded by a united Thorbardin, but he will also open the realm to horor.

3. Galen Benighted Sequel to Weasel's Luck. Galen Pathwarden is still out to save his own skin. But when his brother vanishes, he forsakes his better judgement & embarks on a quest that leads to a conspiracy of darkness.

\$10,000

DL Saga Preludes

1: Darkness & Light Tells of the time Sturm and Kitiara spent travelling together before the fated meeting at the lini of the Last Home. Accepting a ride on a gnomish Hying vessel, they end up on Lunitari during a war. Eventually escaping the two separate over ethics.

510.00

2: Kendermore A bounty hunter changes Tas with violating the kender laws of prearranged marriage. To make him return they took his uncle prisoner. He also meets the last would be manumoth, and a crazy alchemist who pickles or of everything, including kenders!

510.00

of everything, including kenders!

310.00

3: Brothers Majere Much to Raistlin's irritation, Caramon accepts a job for both of them: they must solve the mystery of a village's missing cats. The search leads to murder, a thief who is not all that he appears, and a foe who is not what Caramon and Raistlin expect.

310.00

DL Saga Preludes II

Riverwind the Plainsman To prove himself worthy of Goldmoon. Riverwind is sent on an impossible quest: Find evidence of the true gods. With an eccentric sootlessyer Riverwind falls down a magical-shaft and alights in a world of slavery and rebellion.

world of slavery and rebellion.

2: Flint the King Flint returns to his boyhood village and finds it a bountown. He kams that the prosperity comes from a false alliance, and he is sent to his death. But he is saved by gully dwarves, who crown him king. \$10.00 3: Tanis - the Shadow Years Tanis the half-eft once disappeared in the mountains near Solace. He returned changed, ennobled and with a secret. Tanis becomes a traveller in a dying mages memory, journeying into the past to fight a battle against time itself.

DL Saga Villains

The Black Wing The rise and fall of an evil dragon. The black dragon Khisanth is awaken from a centuries long sleep, to find the world completely changed by the Cataclysm. She tries to find a rider worthy of her, but it proves \$10.00

difficult.

2. Hederick the Theocrat Hederick, the leader of the Seeker religion in Solace and self-ordained conscience of Krynn. leads an Inquisition to kill all who 150 miles are self-ordained consciences.

follow magic.

3. The Dark Queen Takhisis, the Queen of Darkness, spends her time plotting her escape from the Abyss.

\$10.00

Meetings Sextet

Kindred Spirits The reluctant dwarven hero Flint Fireforge is invited to the elven kingdom of Qualinesti, where he meets a young, unhappy elf called Tanis When the elven princess Laurana declares her love for Tanis, a deadly rival frames him for murder.

Tanis When the elven pinness Laurana declares her love for Tanis, a \$10.00
2: Wanderlust When Tas accidentally pockets a magic bracelet, he becomes the target of a mysterious mage who covets the bracelet's power. Flint and Tanis form an alliance with a sea eff princess & the fabled phacthons to save both Tas & the Black Robes from a fate far worse than death.

3: Dark Heart The story of beautiful, dark hearted Kitiara Uth Matar, from the birth of her two twin brothers, Raistlin and Caramon. Kitiara's growing faceimation with evit and ceaseless search for her father throw her into the company of a roguish strange whose fate is intermingled with hers.

3:10.00
4: The Oath and the Measure Stump grows from youth to manhood in Solace, guided by his absent father's Solamnic Code. Then he meets Caramon, and finds himself flighting the young warrior, much to Raistlin's delight. When Tas meets the three young men, he promptly adopts them, taking them home to Flint's house, where new friendships are bon.

5: Steel and Stone Tanis, while on his way back from Qualinestic necounters the beautiful Kitiara and rescues her. As the two travel together to Solace, rapport grows, creating a special bond that is later threatened by unsunderstanding and conflict.

6: The Companions Together in Solace, the seven companions learn about friendship and laughter, fow and contentment. An id-ville year of peace gives each of them strength and wisdom needed to forget the injustices of the past and to confront the challenges of the future.

S10.00

Defenders of Magic Trilogy

Night of the Eye The three moons of Krynn align, and Guerrand is visited by a strange mage. He journeys to the Tower of Wayreth, survives an incredible test to become the High Defender of the magical Lost Citadel. Only

then does he realise the enemies that he has made.

2. The Medusa Plague The people in Guerrand's home vill tunning into snake limbs, etc. and thinking that he cursed them, his comes looking for him. But this whole thing is a ploy to get Guerrand or Lore Circhel.

Lost Cindel.

3. The Seventh Sentinel The survival of magic is once again in quin Knym. Will Guerrand and Bram D'Thon be able to stop Lyim, the rewizard, before he destroys Krynn's magic

Miscellaneous

Dragons of Krynn An anthology of dragon tails - cops - tales
 The Dragons at War Companion to Dragons of Krynn, features a new collection of stories

2. The Dragons at 13 december 25 and 25 and

Murder in Tarsis Who killed Ambassador Bloodarrow? Time is S. Murder in Tarsis Who killed Ambassador Bloodarrow? Itme is nanning out for an unlikely trio of detectives. If they fail to solve the mystery, their roward will be death, Set in Tarsis during the cataclysm October. S11,00 6. Tales of Uncle Trapspringer The story of Trapspringer Fargo, who, while on Wanderlust, unknowingly crosses paths with a pair of corrupt gully dwarves and a misplaced evil fiend, leading to madness, mayhem, and lots of problems!

S. Silver Hearts: The Odyssey of Gilthanas as he searches for the elf prince Gilthanas as he searches for the search of the left prince Gilthanas as he searches for the search of the left prince Gilthanas as he searches for the search of the left prince Gilthanas as he searches for the search of the left prince Gilthanas as he searches for the search of the left prince Gilthanas as he searches for the search of the left prince Gilthanas as he searches for the left prince Gilthanas he was the left prince Gilthanas as he searches for the left prince Gilthanas he was the left prince Gilthanas has been the left prince Gilthanas he was the left prince Gilthanas has been the left prince Gilthanas has b

sourcebook Follows the tale of the elf prince Gilthanas as he searches for Silvara, his dragon love. Along the way, readers learn about the many Krymish sites that are steeped in magic and legend Dne Nov.

9. Dalamar the Dark Among the clvus servitors are not considered worthy of the High Art of Soreor, but Dalamar cannot dery his talent. As war orupts on the borders, he quests along dark paths to find his destiny. Jan. \$11.00

Tales of the Fifth Age

Heroes & Fools Short stories describing the terrible battles and brave exploits of heroes during the first decades of the Fifth Age, including a story of wayward Draconians by Margaret Weis.

 Rebels & Tyrants Collection of short stories. As the land of Krynn groans buneath the rule of niighty dragons overloads, small bands of rubels spring up to battle the new oppressors. Dire April.

 S11.00

DL Saga Lost Histories

The Kagonesti The poignant story of the wild Kagonesti elves before and after the cataclysm. Long after the other elven tribes had taken to war, the Kagonesti continued to live in peace, until the War of Lance put an end to all \$10.00

in peril.

51.0.6

5. The Gully Dwarves The muddled tale of the gully dwarves, one of the most maligned, yet remarkable races in Krynn. When this devious and funn bunch gets mixed up in the worst sort of trouble, they emerge victorious over the stimiest of villains.

slimiest of villains. \$10.00

6. The Dragons From the archives of Dragon history comes the story two rival dragons who ultimately face each other in a showdown to determine the future of the world. \$10.00

DragonLance Warriors

Dragoficance Warriors

1. Knights of the Crown The exploits of heroes and villains of the War of the Lance. The Knights of Sofamnia are an integral part of the history of Krynn. This follows the path of a novice knight who must learn loyalty. \$10.00

2. Maquesta Kar-Thon Maquesta Kar-Thon races against time, high scae pirates, and her own tropidation's to win her father's freedom. \$10.00

3. Knights of the Sword The Knights of Sofamnia were an integral part of the history of Krynn and the War of the Lance, but until now their exploits have only been told in the Legend of Huma. As part of the Warriors Series, the three ranks of the Sofamic highlighted. \$11.00

4. Theros Ironfeld The legendary life of Theros Ironfeld, the mighty forger of dragonlances. We learn of his pre-war life as a gladiator, soldier, and mercenary among the minotaurs, & how he became a follower of Paladine \$10.00

6. Lord Softh The tale of the infamous death knight Soft, once a mighty warrior, whose jealous passions and neglect of duty scal his doom of darkness and evil. Can he redeem himself?

7. The Wayward Knights Sir Pirane is about to be put out to nesture.

and will. Can be redeem himself?

7. The Wayward Knights Sir Pirvan is about to be put out to pasture when he again answers the call of duty, aided only by the knights he recruited so many years ago - the Wayward Knights

\$10.00

Lost Legends I

Vinas Solamnus Chronicles the life story of the founder of the Knights of Solamnus. No knight was ever nobler, more spiritual, more idealistic than Vinas Solamnus, but he wasn't always that way. The story of his early years, his education, and his crueible is truly one of the most famous lost segends of Vernan.

S10.00

2. Fistandantilus Reborn Details a fiendish plot to revive the evil Fistandantilus, one of the most notorious villains of Krynn. He's been dead for centuries, but his loyal followers have hatched a plan to raise him up again. Can Emilo the Kender prevent this?

The Chaos War

2. The Last Thane While the Hylar battalons are off riguring in the classes war, the lowlicist claims plots insurrection, aided by demon creatures dispatched by Chaos.

3. Tears of the Night Sky A quest for the god Paladine becomes a test of faith for Crysana, blind cleric of Paladine. Sky is aided by a magical tiger companion. Also brings to life the story of Dalamar the dark off.

3. Lower of the Pupper King The cleven realm of Silvanesti has been tom asunder by the nightmanes of a made king. Gilthas, But his nephew Porthies returns home, and finds he must choose between blood and honor.

3. Lower of the Blood Seu While in the midst of the Knights of Takhaisi fighting the minotaurs, armies of Chaos plunge into the heart of Ansalon Now bitter enemies must unite against the greater threat.

3. Lower of the Blood Seu While in the midst of the Knights of Takhaisi fighting the minotaurs, armies of Chaos plunge into the heart of Ansalon Now bitter enemies must unite against the greater threat.

3. Lower of the Blood Seu While in the midst of the Knights of Takhaiss must take Mt Nevermind, but they don't take into consideration the gnomes who defend the mountain, including a not-so-bright gnome inventor. And, because they are gnomes, their adventures are punctuated with one or two explosions.

3. Lower of the Blood Seu While one of two explosions.

3. Lower of the Blood Seu While one or two explosions.

3. Lower of the Blood Seu While one or two explosions.

Bridges of Time Series

Spirit of the Wind Riverwind, the fabled plainsman, answers a call for heroes to aid the kender in their struggle against the great red dragon Malystryx, a dire new threat following the Chaos War.

 Legacy of Steel The Knights of Takhisis are regathering in the evil city of Neraka, with plans to go to war. Sara Dunstan seeks to thrawt them by forming a new order of knights. But will it be enough?

 The Silver Stair Goldmoon and her followers begin to build the Ciadel of Light, to study a newly discovered magic. But two forces challenge her, a

Roleplaying Games: Earthdawn - Feng Shui - 13

Solamnic Knight, and another hidden by mysterious & dark shadows. \$11.00
4. The Rose and the Skull The weakened Knights of Solamnia ask their old enemies, the Knights of Takhisis for helpe. But when the Grand Master of the Knights of Solamnia dies abruptly, the leadership and very existence of the knights is challenged. \$11.00

knights is chaitenged.

5. Dezra S Quest During Krynn's Second Cataclysm an ambitious centaur chieftain makes a terrible pact with Chaos. Ten years later, smarting under the consequences of that pact, a lone Centaur journeys to Solace, seeking help from Caramon, aging hero of the Lance.

The Raistlin Chronicles

1. The Soulforge Prequel to the Chronicles Trilogy, following Raistlin's journey from a six year old to becoming a wizard, but first he must survive the \$13.00

25.3.00

2. Brothers in Arms In the fiery siege of the city of Hope's End, young Raistlin must leave behind his ideals to save himself & his brother. But far away Kitara Uth Matar, their half sister, begins her rise to power as a future dragon highlord after her soul in forged in the heat of battle.

25.3.00

The War of Souls

Dragons of a Fallen Sun Forty years have passed since the devastating Chaos War. But now a violent magical storm sweeps over Ansalon, bringing floor and fire, death and destruction. Hardcover. Due March. \$50,00

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and horror checks.

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Children of the Night: the Created Thirteen golems – each a unique and horifying created constructed of myriad materials, presented with complete descriptions and short adventures. 96 pages.

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contained entry is suitable for any location winnin the raisemon scale.

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Forged of Darkness Discover many unique magical artefacts of the Darklords. The dark history behind each mystical artefact in this collection and the curse associated with it is revealed.

the curse associated with it is revealed.

The Gothic Earth Gazetteer A complete sourcebook for Masque of the Red Death, with new info for gaming in the 1890s, complete history of that \$17.00.

Red Debut Short adventures, etc.

RR4 Islands of Terror 9 exotic islands whose lords are as malevolent as Ravenloft's core Darklords, from the bestial desires of the Hive Queen, to a once \$22.50.

Nations and failer from grace.

RR8 Van Richten's Guide to the Created Introduces gold animated objects. & Frankenstein style monsters. Reveals their strengths weaknesses & how to destroy them.

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animated objects. & Francerstein, 35, 22.50

The Nightmare Lands A unique vision of one of Ravenlofts most mysterious domains, the Nightmare Lands Heroes enter this realm only at the bidding of the night - when their spirits are drawn from their bodies and captured by the ruler of this fand. Only by defeating the minions of Nightmare's mistress and the boundary of the results of the spirits are drawn from their spirits are drawn from their bodies and captured by the ruler of this fand. Only by defeating the minions of Nightmare's mistress are the boundary of the rule of the spirits of the rule of the spirits of the rule of the spirits of the rule of the rule

can they hope to escape.

The Shadow Rift in the wake of the Grand Conjunction, a gaping, mist-filled hole appeared in the centre of Ravenlott's core. It's up to the heroes to prevent one of mankind's greatest enemies from finding his way through the

ShadowRift.

Van Richten's Guide to the Ancient Dead The munmies of Ravenloft. There is more to these creatures than just crumbling horrors that movined first from their tombs.

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unwind forth from their tombs.

VAN Richtens Guide to Fiends This 96 page book details the creatures of the Outer Planes who find their way into Ravenfolt and become trapped there Instructs the reader on the origins, habits, and powers of the creatures and how to hunt and destroy them.

Instincts the reader on the origins hauns, and powers of the hunt and destroy them.

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Monster Hunter's Compendium Vol Collected together for the first time, has the complete texts from Van Richten's Guides to Vampires, werebeasts and The Created, ie. golems. Updated and presented for use in any AD&D setting. *Duc April*. \$46.00

RAVENLOFT ADVENTURE MODULES

REI Adams Wrath A Frankenstein adventure, where PCs must try to \$17,00 REI Adams writing a land of the stop of the stop of Model which is hidous monster RM3 Web of Illusions Adventure in Sri Raji, an East Indian land of mades mysternous temples and the ancient rakshasa - evil musters of illusion & \$17.00

ingles: mysterious temples and the artistic states of the Moon A 64 page werewolf adventure for levels 5-12.

RM5 Dark of the Moon A 64 page werewolf adventure for levels 5-8.

TSR have neglected to provide any plot comments, but they did say Werewolves are hof; thanks TSR!

S17.00

RQ2 Thoughts of Darkness Bluetspur (great name - did someone trip over their typewriter?) is a land of endless night where lightning falls like rain, and an dilthind High Master is hatching vampirie mind flavors in an attempt to achieve importability.

S17.00

and an unitarity makes is materially administrated in a statistic of a chieve immortality.

37.00 A Light in the Belfry An audio CD adventure in which plavers have to hard down an evil Necromancer who destroyed the noble order called the Circle But failure brings a fate worse than death.

525.50 Circle of Darkness A transfer fished has become trapped in Racenolta and begins a reign of terror, trying to seize a domain for itself. The PCs must to videtant this ultra powerful monster before it becomes a Dash 1 ord 19.10.00 Death Unchained In the land of Dementheu, inviscious deaths of famous champions as well as minious of the dark have exached epidemic scales. The Ebon Fold is behind this gim havest.

522.50 Death Ascendant Sequel to Death Unchained. The Ebon Fold's web of

intrigue spreads as the master reaps the artefacts of Darkness and prepares to proclaim himself Emperor of Terrors.

Neither Man Nor Beast The heroes have a confrontation with Frantisck Markov, lord of Markovia, who has been conducting experiments that transformatinals into humans, & vice versa.

S17,00

Servants of Darkness Heroes are caught in the middle of a massive witch hunt, where both the alchemist conducting the inquisition and the witches he hunts bring a terrible darkness to the land. Adventure, For levels 4 - 6.

S22,50

The Awakening For Player Levels 7 - 10. A munmy wakes up and starts to cause chaos in Ravenloft.

The Forgotten Terror Adventure. A crossover to the Forgotten Realms campaign concludes the story are begun in the Castle Spulzeer adventure, where the heroes investigate a mystery surrounding an ancient castle. Can be played alone or as part of the trilogy.

Yeena Reborn One of AD&D's most notorious villains is now one of Ravenloft's darklords, although trapped in the Demiplane of Dread. Now he's trying to bridge the gap between the land of the Mists and his home.

S25,50

RAVENLOFT NOVELS

The Ravenloft Series

Vampire of the Mists Jander Sunstar, an elven vampire, forms ar alliance with Count Strahd, unaware the Strahd is the very enemy he seeks. \$16 2. Knight of the Black Rose The cruel death knight Soft finds a way into Ravenloft, then discovers that it is far easier to get in than to get out ever exercise.

with the aid of Straid.

3. Spectre of the Black Rose Sequel to the above, Lord Soth fights to keep his reging of terror from crumbling. Even as he struggles to defeat his enamies, numor reaches him that the White Rose haunts the land. Has Kitian finally returned to Soth, or is this another spectre from the past? \$11.00

3. Dance of the Dead Larissa is a dancer on a riverboat that journeys to a zombie-plagued island. The music is chilling, and Larissa must master the Dance.

of the Dead to save herself.

4: Heart of Midnight Casimir has inherited his father's lycanthropic curse. Now the young werewolf must embrace his powers to ward off his own \$10.00

murder and gain revenge.

5: Tapestry of Dark Souls The monks' hold over the Gathering Cloth containing some of the villest evils in Ravenloft, is slipping. They only hope is:

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5: Tapestry of Dark Souls The monks hold over the Gathering Geoncontaining some of the villest evils in Ravenloft, is slipping. They only hope is a
strange youth
5: 10.00
7. The Enemy Within - \$10.00
8. Mordenheim - \$10.00
9. Tales of Ravenloft Anthology \$10.00
10. Baroness of Blood A novel about a young lady's father is beheaded
by his conqueror, and she plots revenge as his wife, and spreads a legacy of
blood and terror across the land
11. Death of a Darklord A multiple assassination conspiracy, where
assassins are agents of good for so they think) and their tanget is the tyramical
vill leaders who rule Kartakkas. But who is their real tanget?
5: Scholar of Decay Set between the mysterious Mists of Barovia and
the putrid, unexplored underword, hidcous beasts stalk the innocent, and the
wise seek strong walls before the sun goes down.
13. King of the Dead The horrific tale of the Darklord Azalin the lich's
former life and his descent into Ravenloft.
14. To Sleep with Evil A young bride becomes ensanared in a deadly plot
of vengeance when a gypsy's curse reaches out from beyond the grave.
510.00
15. Lord of the Necropolis By sending his minious to harvest the life
force of the occupants of Darkon. Lord Azalin hopes to become the demilich and
escape the world of Travenloft.
16. Shadlowborn Alexi Shadowborn sets out to discover who is desiceating
a local cemetary, and the encounter leaves him forever changed, with the curse
being linked to an assassination of a family member that occured twenty years
ago.
510.00

Earthdawn

EARTHDAWN RPG FANTASY Epic fantasy adventures in a medieval world, where the struggling peoples of the free races of Barsaive are pitted against the evil Empire of Throm as well as the monstrous creatures remaining from the Scounge. By FASA a 336 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdawn.

Creatures of Barsaive The Horrors are not the only threat to those who travel across Barsaive. The wild creatures of the land, some twisted by the Scounge into living nightmares, pose dangers to the adventurer unlucky erough to cross their path, 30 creatures

to cross their path, 50 creatures

Denizens of Earthdawn Vol 1 Includes heaps of full color plates, this
128 page book describes the elves, humans t'skrang, and windlings in detail, and
provides race-specific disciplines, new talents, and special rules for playing each
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Tack

Earthdawn Companion Guidelines for advancing characters beyond limits set in the rules. Has 50 new Talents, 40 new spells, a system to create new original character disciplines, rules for playing questors and Lightbearers, rules for playing questors and rules for playing questors

for ship combat, etc.

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Earthdawn Survival Guide Offers players and gamemasters a detailed look at the hazards of exploration and adventuring in the land of Barsaive, from the hazards of the underground and wildenness expeditions to the dangers of travelling, as well as descriptions of the Badlands, Death's Sea. the Mist Syamps, and the Wastes.

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Swamps, and the Wastes

Horrors The Horrors, adominable creatures from the darkest depths of astral
space, are some of the most powerful & destructive beings ever to roam the world.
Though the end of the Scourge sent many of them back to the held that spawned
them, several of the strongest & most dangerous remained behind.

Legends of Earthdawn Vol 2: The Book of Exploration
Office redwartners as welds by its for hos going questions recounting beautiful.

selfless searchice, and many tales of exploration.

Magic: A Manual of Mystic Secrets Expands the use of magic and provides rules for using magic in previously unexplored ways. In addition to offering a spell design system, this book describes new uses for thread and blood magic, and new rules for enchanting and creating magical items, summoning spirits and exploring astral space.

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Prefulde to War The arrival of a city-sized stone airship marks the long-dreaded return of the Theran Empire to Barsavie, the first step in the Theran selenic to reconquer the province they once ruled. And the orks are all gathering together in unity: a bad sign for the other races.

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Fading Suns

SCI-FI Set in mankind's far future, where a new dark ages has fallen. By Holistic Designs.

FADING SUNS RPG 2nd Ed It is the dawn of the sixth millennium after Christ nd the skies are darkening, for the suns themselves are fading. Humans reached the stars long ago, building a Republic of high technology, and universal emancipation - and then squandered it, fought over it, and finally lost it. A new Dark Age has descended upon humanity, for the greatest of civilisations has fallen and even the stars die. Now, feudal lotsr nule the Known Worlds, wring for power with fanatic priests and scheming guilds. 30x flustrated was a fixed beckground and information, as well as a star man Hardcover/65.00.

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hide unimagniable evil.

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do cvit.

War in the Heavens: Lifeweb The first source/adventurebook in a trilogy, detailing the Symbiots, a strange, horrific alien lifeform intent on consuming humanity through a chilling metamorphosis. Details history (which makes a great read), culture, metamorphic powers, and an adventure with the Empire's fate at stake

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Empire's fate at stake

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Weird Places Roam the strange fields of Pentateuch. Discover a secret Lost
World hiding a powerful artefact sought by all. Uncover a hidden barbarian
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Search the hanned chapel of Manitou for lost lore. Or dock at Barter, a
travelling marketplace in space. With stunning B&W artwork.

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Fading Suns Novels

The Sinful Stars: Tales of the Fading Suns The first anthology to the Fading Suns universe. Stories include a search for an ancient relic that bends time; manotech research releases an ancient evil; a priest tries to find relief from his sins; esplonage entangles a poot, etc.

Fantasy Legend

FANTASY LEGEND RPG The world of Faldor is a dynamic place Young, would-be heroes come from all over the world in an effort to control Young would-be heroes come from all over the world in an effort to control natural resources, land and key goographic points in their quest to gain fame and prestage. Whether they are dwarves, elves, gar, or any other race, they are all seaking to become legends in their own time. This game gives plavers the best of both miniatures and roleplaying games, in the one book. The system is fast, easy to learn, and works equally well for games where plavers control just a few miniatures to literally hundreds! Based on a D10.

Feng Shui

14 - Roleplaying Games: Forge Out of Chaos - Harnmaster

layout and hardcover. But text remains the same as previous version.

Forge: Out of Chaos

FORGE: OUT OF CHAOS RPG A forgotten world awaits you. It was once a paradise but is no longer! Once beautiful landscapes are now swamps, desolate wastes and jagged mountains. The calm and gentle rain has turned to fierce stoms of fire and ice. Nothing of paradise survived the Banishmen! Not even the gods. The world is now plagued with monsters. These hidoous creatures survived the Banishmen! hidden in secret lairs beneath the mountains. Slowly they have returned, devouring hapless travellers, soldiers and small frontier villages. But you and other heroes like you have emerged to hunt down these beasts - and the battle is joined. With 11 detailed races, select proficiencies such as Assassination or Mounted Combat, no arbitary experience points. More than 70 monsters, 6 types of vizards, etc. 202 pages. 338.00 Tales that Dead Men Tell The ruins of Kamon Manor have become active with strange noises and ringing bells. Soldiers sent to investigate never

The Vemora From the village of Dunnerton, you have been asked to investigate the fallen halls of Thomburg Keep.

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FUDGE

FUNDE RPG A freeform universal do-it-yourself gaming engine. The basic nules are for experienced game masters, but players can range from novices to experienced. Can be used with any genre. Completely customizable, FUDGE provides the building blocks you need to create your own game system. There are no fixed attributes; it is a skill-driven system, attributes and skills are word based; simple action resolution system, etc. No campaign background info. \$19 A Magical Medley A supplement that compiles a variety of magic systems including bioencepteis, celtic magic, magical items, and a complete magical adventure in the classical dungeon-crawl style. \$30.00

FURRY PIRATES

FURRY PIRATES RPG Swashbuckling in the furry age of piracy. Detailed character creation rules let you portray any furry sapiens, including bears, birds, dogs, rats, bats, cats, lions, knagaroos – you get the picture. Complete background of the Furry World's Golden Age of Piracy including Europe, the Americas, Caribbean, Africa, Far East, and High Seas. Complete rules for melee combat on decks, battles between ships-of-the-line, and statical seat by secretive members of unknown cabals.

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Gatecrasher

GATECRASHER RPG High tech and high wizardry struggle for supremacy in this science/faintasy world. Armored knights board space shuttles to pursue dragons across the solar system. Lycanthropes on Saturn's moons how'l at the full planet overhead while eybernetic ores inspect their power armor. This all happened when a 22nd century prospector accidentally opened an acient transificancies long account on one of lupiter's moons, letting magic back into the world. Player characters have special abilities and supermornal powers. Based on the PUDG system.

Believe it or Else! An adventure supplement. Presents professions, story background, cultists and societies, comrades and cretins, artifacts, genetic engineering, creatures, places, spells, etc.

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Santa's Secret's Adventure. The appearance of magic into the world caused Santa Claus and his elves to become real. But disaster has befallen them.

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GEMINI

GEMINI RPG A beautifully produced roleplaying game featuring hardback cover and many plates of color art. The sun has been veiled and the Dark Martyr released. An ancient darkness emerges from beyond the Iron Gate, waking the stimubering demons. Darkness infiltrates the Church's inner circles. Powerful sovereigns squabble and reject alliances offered by the Church to fight be Darkness. The Elven Queen mourns her vassal's fall to the Darkness. The dwarves even fight amongst themselves. The only hope is crusaders like yourself you stand against the Darkness, and a pair of twins whom are lead by their guardian towards the Iron Gate, hoping to close it forever.

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GURPS BASIC RULEBOOK 3rd Ed. An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. By Steve Jackson Games 256 page softcover - contains all the necessary mechanics including magic, advanced combat, spionics, character creation, record sheets, etc. 497.50 GURPS GM Screen Two two-panel GM Screens with up-to-date charts tables, etc. Also has the 32 page GURPS-Lite, which is a simple introduction to the GURPS RPG, i.e. all the fundamental rules, but not the options. \$20.00 Authentic Thaumaturgy Not specifically for GURPS, but can be used with any RPG. Describes a neal-world basis for magic and psi abilities, and how to create realistic magical systems for RPGs. GURPS but the can be used GURPS Alternate Earths Travel the Confederate States of America by dirigible, battle the Azec Jaguar Knights in their conquest of Europe, join the American resistance against Nazi occupation march with Roman legions in their campaigns in the New World.

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Murphy's Rules Not actually for GURPS nor even a game product. This 74 page book contains hundreds of cartoon skits indiculing all the stupid rules found in roleplaying games and wargames over the past ten years.

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FANTASY A fantasy world with an extensive, rich background. By Columbia Games.

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HarnMaster Character Sheets Pad of character sheets in full \$15.00

color.

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HarnPlayer Comprised of three parts. The first is an overview of the geography, politics, economics, law, religion, and history of Harn. The second covers the Harnic legends and folklore. The third is a players' Harnic Dictionary, a comprehensive alphabetical reference which players can look up on an ongoing basis.

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rules, etc. \$53.00

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churches; etc.

HARNWORLD 2nd Ed This is a realistic medieval environment for fantasy gaming. Using any rule setting, you can now create and plan your own quests and adventures within a complex and detailed fantasy background. Quality, detail and consistency are evident on every page. This two book set includes a stunning color map of Harn, along with an overview and detailed index of the cultures, economics, geography, history, politics, and religious of the island. Aloc overs Kethira and Lythia with the same detail.

100 Bushels of Rye Adventure in which the players must investigate the violence at Loban manor and Amba mine, and then if possible solve the mystery. The village of Loban has been mapped and described in some detail.

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More Guns Provides complete stats for over 500 guns and melee weapons for eight separate RPG systems. Timelords, Corps, TORG, MegaTraveller, Cyberpunk, Twilight 2000, GURPS, Hero Systems.

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Maelstrom

MAELSTROM RPG Before the Great Equinov there was an Empire. In the Empire all things were good. The world didn't shift around, and the shnikes were far away. There were great machines and ships that flew in the sky. The storm was tamed and the Empire brought it whole world together with obelisks and roads. But all of that is gone now. The storms to read a part. The setting of this game is a rich world of shifting readities, all field together by the same storm. Home to alien cultures, Leonardan magic, gunpowder and pseudo-science, it caters to many different styles of play. From pinze on the high seas of the Outer Crescent to illegal duels at the Queen's Amphitheater, the setting touches on magic, science and the world of dreams. Game focuses on storytelling. 34.6.00 Tales from the Empire A guide to the city of Diodet, a city gone mad! Ruled by a quen who's been missing for 500 years, and mu by a caphir that no one has ever seen. Diodet is lost in an insular world of parlor games and demind empire.

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Gray's Journal A 78 page journal/magazine with a collection of stories, adventures, realms and gadgets for the Maelstrom RPG.

Story Engine — Universal Rules Not actually for Maelstrom, but by Hubris games. Yet another generic set of roleplaying rules. Story Engine uses

Mage: Sorcerer's Crusade

MAGE: THE SORCERER'S CRUSADE RPG Blades clash and spells blaze forth as the Council of Nine Mystick Traditions comes together to preserve the ways of Magick Against them: a united Order of scholars and spells blaze them as the council of them of the conditions comes together to preserve the ways of Magick Against them: a united Order of scholars Magick has gone maker-slaves strungels to illumine the world with Reason Magick has gone maker-slaves strungels to the properties of the Mysteries Hardcover book which can be plage punishes those who pursue its by struck and the conditions of the Cedimerate blast invistick covenants, the forces of magick. Faith and reason clash in the playing and the contents that invistic covenants, the battle is joined in unknown lands and shadowed corridors. Is the future set? Can magick be saved? Travel from the New World to the Far East to distant cosmic worlds in this prequel to Mage Contains dozens of magickal of Myster and the Myster and the structure of the reasoning arts. With High Magick machines and devices. & systems & hints for those inventions that go awry. \$28,00 Artisans Handbook Details Dacidalean guilds and skills, politics among the lodges, and the theories of the reasoning arts. With High Magick machines and devices. & systems & hints for those inventions that go awry. \$28,00 Artisans Descriptions, folklore, roleplaying hints and systems for dozens of magical and mundanc creatures. Can also be used with Mage. The Ascension, Changeling and Vampire Dark Ages. \$30,00.
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for your character.

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SOFCEPE'S Crusade Companion A complete look at the cultures, customs and politics of the Dark Fantastic World. New rules for fencing and using magick in the heat of combat. A look at nations outside of Europe – take your characters to the New World and the Far East.

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The Book of Mirrors A Storytellers Guide for Mage Covers situation by situation storytelling, developer's FAQ, secrets of the Ascension War, sample characters: a step-by-step chronicle history, index to Mage books rules & magicks, etc. for this world loaded with dangers and intrigue. \$30.00

The Chaos Factor A cross over adventure for Mage. Werewolf and Vampire, in which Samuel Haight, the arch enemy of all Garou and target of the Verbena, has latched onto a secret that could begin Gehema. All over the world for Darkness, mages. Kindred and Garou rush to intercept him. Some would sid him. Others would aid him.

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1. The Road to Hell The battle for reality itself ignites as mages of all stripes vie for the fabled Horizon Realms, the dimensions juxtaposing Earth and elsewhere A villain from the mages past returns to claim his legacy.

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Roleplaying Games: Marvel Super Heroes - Obsidian - 17

Marvel Super Heroes

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Mechwarrior

SCI-FI Powerful stellar empires fight a savage galactic war for technology, production facilities, and water resources. For further titles see BATTLETECH under Science Fiction further titles see BA Boardgames. By FASA.

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Benerates game abilities & background story together, and colorful fiction. 546

Ist Somerset Strikters The I'V animated series. The series features Adam Science, leading a ragting group of merics called the 1st Somerset Strikers against Clau fade Falcon, who conquered his home world. All 14 episodes are detailed, and the book is full of color at 150 and the book is full of color at 150 and the 150 and 150 and

Source material, campaigning rules, meeth queling rules, auventure. Dec. \$55,000.

Koyalty & Rogues Recent raids by Periphery pirates have devastated the planet Bryceland, and the world's ruler seems powerless to stop these marauders. Fearful and futious. Brycelands citizens talk of revolution, while forces behind the scenes plot a military coup. Only one woman can keep Bryceland from civil war - Samantha Davion-Harland, but she's been abdueted by the pirates. Its up to you meres to find and bring her back.

MECHWARRIOR NOVELS

Warrior Trilogy

Warrior: En Garde At last, the magnificent trilogy by Michael Stackpole is being reprinted. The betrothal of the Archon-Designate Melissas Steiner to Prince Hanse Davion of the Federated Suns, sparks off the Foundational Succession War. Things become even more complicated when Melissas Steiner is

hijacked

2. Warrior: Riposte Maximilian Liao's plan threatens to rip the Federated Suns asunder. He has joined with Duke Michael Hasek-Davion and Justin Xiang, a former Davion officer. And interstellar leggend Yonnaga Kurita has returned to stake his claim as the most bloodthirsty warrior of all.

3. Warrior: Coupe The minions of Liao is about to cripple the Federated Suns, assassins stalk Melissa and Katrina Steiner, and the Kell Hounds play search and destroy with the most fearsome Kuritan unit ever formed.

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Return of Kerensky Trilogy

Lethal Heritage Its back! The first novel in the Blood of Kerensky Trilogy. It is 3050 and an unknown military force of awasome technological power suddenly invades the Innersphere - the Claras! Nothing the Innersphere has can stop the Clans awasome meets and Elemental infantry. But what is the purpose of the Clan invasion, and why do the Clans bid against rival factions before each battle. By Stackpole
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before each battle. By Stackpole

2. Blood Legacy The Clan invaders have declared an assault on the
Draconic Combine. House Doxion is handed an opportunity will be take
to be a supportunity of the behap his combine the supportunity of the behap his enteragainst his new threat? And what is Comstar up to by helping the Clans? \$12.00

3. Lost Destiny The Innersphere is a wreck. Heirs are missing or dead,
Realms are overnun. The Clans are dosing in on their prime objective. Terra
taself. Now the Innersphere's only hope lies with the very men who between
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Miscellaneous Titles

1. Decision at Thunder Rift Ist BattleTech novel. Grayson Carlyle finds his life destroyed when bandits attack his world and massacre the garrison. Now all he needs to begin his revenge is a mech - but how?

23.95

2. Wolves on the Border Set in the 3002s, Minobu Tetsuhara, a Kuritan Meethwarnior, sawes the life of Jamie Wolf of Wolf's Dragoons from an ignoble death, creating a powerful bond between them. But a Warlord's harded sets them against each other in a ferocious Mech battle on a miserable ice world.

35.10

3. Heir to the Dragon Set in the 300s, this is a reprint of an old title. It is time for Theodone Kurifa to consider to taking upon himself the mantle of leader for the Dragon Sic Online, but matters become desperate when Hause Davion invades the Combine, intent on conquest.

511.00

5. Natural Selection A new bandit unit using Clan weaponry has invaded Federated Commonwealth space & is stomping on every garrison that gets in the way. Both the Wolf Clan and FC are desperate to stop these bandits before it escalates into a war - but who is supplying them?

58.95

6. Bred for War I's back in stock By Stackpole, this novel is gripping and hea an ending you won't expect. Prince Victor Science-Davion uses a double to replace the boy Joshua Marik when the boy dies, but Thomas Marik learns of this and begins a var with the Federated Commonwealth. And to top it off, the Clans are back with a vengeance.

7. Ideal War Thomas Marik has conceived of a plan to elevate the position of mechwarniors and keep devastating technological weapons on the back burner-but his plan is threatened by a vicious war on Gibson.

5.30

8. Marin Event I Jorennia Rose wants receive against the Clans & wants to start a new mere unit for that purpose. His own people reject him, so he goes to Sclaris VIII, needing money, mechs. & mechwarniors Providing he can pull this off, he then wants to take on the Jade Falcons.

9. Blood of Heroes It had to happen - Richard Steiner has decided to from the Sky. Marches into an independent state. & sends forth the Touth Sky angues to do the job. With an elaborate plan, they assault Glengarry, when most of the Gray Death Legion are called away. What chance do the recruits & others elf behind have against overwhelming odds? Can young Alexander Cartyle perform a miracle?

10. Assumption of Risk By Michael Stackpole. Arguably the best

of the Griy Deam Legiplon are called available with a control of the Griy Deam Legiplon are called available of the Stackpole. Arguably the perform a miracle?

10. Assumption of Risk By Michael Stackpole. Arguably the best Battle Tech novel written to date - this novel will set your mind spinning. As Kail Allard-Liao fences with his uncle Tormano Liao, we not only discover the hornfring truth behind Katrina Steiner's murder, but events almost lead to war, and the machinations of Davion/Steiner politics are gripping.

11. The Far Country A Kurita jumpship makes a misjump and arrives near an uncharded planet. The ship falling apart, the 8 Kuritan strike team members, mech meres, and ship's crew all flee to the planet, where they find another ship has made a similar misjump 300 years ago. They spend most of the novel righting amongst themselves, & then against the earlier people. The hences of the book are bird-aliens who behave like Evtoks.

12. D.R. T. Part two in following Jeremiah Rose & his Black Thoms. They and a job defending the Kuritan planet Wolocti misde Smoke Jaguar territory. The fact that they are paid so much of their contract in advance makes the whole affair appear somewhat suspicious, and they end up poigin lead to head with the Nova Cats, both 1st & 2nd Line units.

13. Close Quarters The Cabelleros sign on to protect Theodore Kuritas corporate-mogul cousin, They think it is a low risk, high paid job. Out danger lurks among the looming bronze towers of Hachiman - the yakuza and the 15F, both trying to bring down the man they are trying to protect. The main character is Cassie, a hardened veteran scout working for the Seour Regiment of mechs.

yakuza and the 157, both William of the Scout Regiment of mechs. Sa. 95

14. Tactics of Duty Insurrection sweeps through the fragmenting Federated Commonwealth, pitting Steiner against Davion forces, and civilians against their petry oppressors. On Caledonia, its not different - except that the mercenary Gray Death Legion is caught in the middle of it all.

15. Highlander Gambit Chancellor Sun-Tzu Liao dispatches Death Commando Loren Jaffay to the planet Northwind His mission: to single-handedly destroy the clife Northwind Highlanders. Liao dispatches Death Commando Loren Jaffay to the planet Northwind His mission: to single-handedly destroy the clife Northwind Highlanders are mercenaries who abandoned the Capellans in their hour of need thirty years ago. As the grandson of famous Highlander warmors, Jaffay is the perfect instrument to exact Sun-Tzu's revenge. But Prince Victor Davion is not going to sit back and watch \$9.50 that threaten and terrorise the universe with an army disguised as Kniights of the Inner Sphere. Thomas Mark employs an unlikely company of mechwarmiors and shows the Star Lord that two can play at impersonation.

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17. Malicious Intent Viad Ward uses secret information to re-stablish the Wolves as a fearsome Clan while the Jade Falcons embark on an ambitious campaign driving deep into Kartina Steiner's Lyran Alliance. Kartina must turn to Victor for help, but that work stop her from trying to do him int By Michael A Stackpole.

28. Howers of Chans The fanatical Black Dragon Society want to conquer

A Stackpole.

18. Hearts of Chaos The fanatical Black Dragon Society want to conquer the planet Towne, and Chandrasekhar Kurita sells Cassic Suthorn and Camacho's Caballeros to resist the invasion. But everyone thinks they are the 100 chandrasekhar Kurita sells Cassic Suthorn and Camacho's Caballeros to resist the invasion. But everyone thinks they are the 100 chandrasekhar Kurita sells Cassic Suthorn and Sutho

invaders!

19. Black Dragon The Black Dragon society is fired of fiddling around, and plan to kill Theodore Kurita. But Cassic Suthom and her indefatigable Caballeros could be the only unit with enough guns and grit to save the Draconis Combine from these extremists.

Combine from these extremists.

20. Double-Blind The Magistracy of Canopus has been the target of aggression by the Marian Hegemony, and Marcus GioAvanti and his Avanti's Angels are hired to protect them. But soon they have to face the real force behind the hostilities: the religious order of lunaties called the World of Blake. \$14.00

21. Binding Force Aris Sung, a warrior of the noble House Hiritsu of the Capellan Confederation, is chosen to break the newborn Sama Supremacy and bring the worlds back into the fold. But Aris finds he must beat the odds in a race against time and treachery, or House Hiritsu will be destroyed.

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22. Impetus of War The Northwind Highlanders are hired by the Draconis Combine to take on a mission unlike any before - to strike into the Deep Periphery to crush one of the Smoke Jaguar's supply centers on a distant world called Wayside V. But a nasty surprise is waiting...

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2. Grave Covenant As the truce of Tykayvid nears its end, the lords of the Successor States embark on a radical scheme to stave off galactic war -creating a new Star League Defence Force to destroy a powerful invading Clan Bubackbring and in-flighting may destroy this bold plan in its infancy.

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4. Freebirth On his Khan's orders, mechwarrior Horse of Clan Jade Falcon Travels to Clan Smoke Jaguar's home world to investigate a Falcon secret scientific station. But what secret experiments are being done that could be the end of Horse and give explosive results to the whole Clan?

5. Sword and Fire Task Force Scrpent stands poised on the brink of the greatest military operation since the liberation of Terra in 2277 - the target is the Smoke Jaguar homeworld. But with an assassin loose in her forces, General Ariana Winston will have to drawn on all her skill to reduce the Jaguar's planet to nuins with sword and fire.

6. Shadows of War Task Force Scrpent descends upon Huntress intent on destroying Clan Smoke Jaguar. But the Jaguars are more cunning that ever to luminaity's future, and the war to end all wars is signited.

7. Prince of Havoe Prince Victor braves the unknown and travels to Strana Mechty, the heart of Clan territory. There, with clite units from the Innersphere must, try to destroy the Crusader cause amidst the Clan factions. The Clans accept his challenge. But Victor left behind his scheming sister Katrina Science. How the supplies of the school of

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Threads of Ambition Sun-Tzu is the First Lord of the resurrected Star League. In the last year of his reign, he decides to milk his power for every ounce of benefit to himself. His first target is the St. Ives Compact, lead by his own aunt, Candace Liao, Soon war is joined....
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 Killing Fields Sun-Tzu continues the war to reunite the St Ives Compact with his own Capellan Confederation. But as the war drags on for years, Sun-Tzu makes one last desperate gamble to win – no matter what the cost.

Mechwarrior Novels

1. Ghost of Winter Ideal for new readers. Sturm Kintaro is a green mechwarrior, eager to begin his career. But pirates raid his planet of Kore and he

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18 - Roleplaying Games: Over the Edge - Rifts

Over the Edge

OVER THE EDGE 2nd Ed RPG A game which pits the pla OVER THE EDGE 2th Ed RPG a game which pits the player chanacters against all manner of decadent, evil, twisted, mind-boggling, blood-curdling, soul-runding, ego-shattering, world-turning experience. The Game Moderator is called upon to evoke an atmosphere of surreal danger. The players are called on to deal with this danger to body and soul, to thrive and accomplish their own goals in spite of it. The setting of the game is the mysterious Mediterranean island of Al Amarja, a place where arwthing can happen: secret races; psychic powers fringe technology, and more. 240 pages.

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Of Gods and Men

OF GODS AND MEN RPG A war between the gods resulted in them abandonning the world, and the clves and dwarves also departed at that time, no-one knows where they went. The survivors developed magic and technology, but strayed into the darker arts, and soon became in bondage to dark beings. But great Unicoms lead a revolt of the animal kingdom against the demons, and overcame them. But the human kingdoms then entered into endless war, and the Outland colonies still sought the dark arts. Then suddenly new gods arrived gods who walk among the world like men, unknown, except for when they use their immense powers 328 pages and \$4 Divine Power cards.

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\$17,00 Of Gods & Men GM Screen Standard GM Screen plsu 18 new Divine Power cards and an adventure.

Palladium

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GM tips, etc.

Mount Nimro, Kindgom of Giants The domain of the giants – Jotan. Within Hill (American Colors) and tribes are unifying into one nation, a fact which scares all of their human, elf and dwarf neighbours, even the Western Empire.

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Dark Kingdom of Jade The Underworld of Asia. In the Middle Kingdom, ancestors are still revered and only the foliosih scom the power of the Restless Dead. Yet the Underworld is as troubled as the Skinlands. \$25.50.

Dark Kingdom of Jade Adventures. Renegades ride a ghost ship across the Sea of Japan, weaking bloody havoe on Imperial slavers. A deadly trace is run for the ultimate weapon in the wars of the dead.

Dommslayers: Into the Labyrinth Take a trip into every wraith's worst nightmare. This book is the complete guide to the Labyrinth is denizons and those wraiths have -or foolish - enough to hunt them.

\$32.50.

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Guildbook: Haunters: Even among the Restless Dead, there are some

Guildbook: Haunters Even among the Restless Dead, there are some

Guildbook: Haunters Even among the Restless Dead, there are some who are regarded as just a little...off.

Guildbook: Masquers Why are the Masquers feared and misunderstood?

Because they can changes their faces in an instant, mold fearsome weapons from the plasm of their bodies, transmogrify other wraiths into tapestries.

520.00

Guildbook: Puppeteers & Pardoners Lean why the masters of possession, the Puppeteers & Pardoners Lean why the masters of possession, the Puppeteers are intent on sending hordes of Risen across the Stroud. Find out why the Pardoners are hiding in their basement.

530.00

Guildbook: Sandmern The Sandmen exist among dreams and bring them to sleeping minds, and also bring nightmans - which they can deliver upon the ulterable. The Sandmen can tear a sleeping soul from its body.

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Guildbook: Spooks & Oracles Spooks like to break hings, oracles don't Spooks like violating the laws of the dead, but the oncles don't So why is everyone seared of oracles, and not scared of spooks?

530.00

Hierarchy The Empire of the Dead, the system, the establishment, the powers that be.

Hierarchy The Empire of the Dead, the system, the establishment, the powers that be.

Love Beyond Death Better to have loved and lost than never have loved at all. The fivry passion of love denied from knows no bounds, and for those who risk the pain of loss for the chance for a tender cares, love-in-death is endlessly bittersweet pain.

Mediums A guide to mediums, those who speak with the dead. Includes rules an tips on these mortal chanacters.

Necropolis: Atlanta Full of wraiths who refuse to stop fighting, with of the most influential Restless of the city, background on Atlants.

\$25,50

Oblivion For Mind's Eye Theatre. Death used to be the end. Not anymore, how Oblivion lots you take Mind's Eye Theatre across the shoroud into the lands of the Restless Dead. With rules for wraiths, mortals and Risen, rules for interactions with mortals, vampires and garou.

Renegades Everything the Deathlords don't want you to know about life on the outside, and the acreal socrets they d'all for. The truth about the mysterious Renegade Council, and the organisation of the major Renegade factions. \$22,00

Renegades to an experiment that it is a very good thing to be bad. They call this voice in Shadow, and every viratile must strive to resist its efforts to drap him down to Oblivion. This Shadow will urge the wraith to untold acts of depravity and evil until he is lost forever in the world.

The Book of Legions From the soulforged monstrustics of the Machine war on the rest of Stogato the origin of the power of the Unlidded Eye.

\$30.00

The Book of Legions From the soulforged monstrustics of the Machine war on the rest of Stogato the origin of the power of the Unlidded Eye.

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The Sea of Shadow: Storytellers Guide to the Tempest The Sea of Shadow is a lake of cold fire, burning through a wraith's self delusions and setting flame to her Passions.

and setting flame to her Passion Res. Sound a steep standard setting flame to her Passion Res. Sound a setting flame to her Passion Res. Sound a steep standard setting flame to her Passion Res. Sound a steep standard flame to find the flame to flame the flame to find the flame to flame the flame the flame to flame the fla

WRAITH NOVELS

1. Beyond the Shroud First David's daughter dies, then his marnage crumbles and his cancer falls apart. Then he is killed in a hit and run accident, and now he is wraith in the Shadowlands. And then he learns someone is out to destrow his wife.

534,95

Dark Kingdoms Trilogy

Dark Kingdoms This trilogy-in-one combines The Ebon Mask plus
the two never publishing sequels. Something truly evil is stirring. Something
cuming and malign that threatens the living and dead alike. And Montrose is the
only being with a pracer of stopping it. A saga of wraiths, werewolves, mages,
vampires, demons etc.
 522,00

Zero

ZERO RPG These days it is rare to find a game with an original concept but at last, this game has one. Eventhough a human, all your life you and your brothers and sisters have lived as part of the Hive. Always, you are in complete humanon with those around you, linked telepathically in a warm fellowship of minds intured by the powerful mental presence of Zero, your queen. Then suddenly one day, your context with the hive consciousness is broken, and you feel alone, an outsider Your brothers and sisters suddenly ignore you, and then hive exbernetic-soldiers are sent to kill you. Miny? What happened to your contented life? Confused, you flee the hive, looking for other outsiders to join. Now you are a "rebel without a clue" so what on Earth will you do? Can you go up against Zero and survive? Can you rejoin the hive? Why were you rejected? Has heaps of strunning full color computer-graphic generated artwork. \$42.50 Supernumerary Your Queen has abandoned you, now she wants to kill you and you don't know why. Now you live in the underground caverno suicked the Hive, trying to stay alive You are alone. Or are you?

Negative Potential Your you inpoved a terrible secret about your expansion.

Computer Games

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Pre World War II

AGE OF EMPIRES

A Red-Alert style game with a difference—this one is set in the historical ancient world!

Command one of twelve mighty ancient civilizations, such as the Egyptians. Greek, Persians, Assyrians, Hittles, Japanese or Babylonians, Each civilization has unique artibutes based upon its history, Gamers chose from numerous technological paths to help lead their civilizations to greatness. From an economic path of farming and carltamassilip in a military route of archery and havad warfare—the technology tree is larger than one player could complete in one game. Can have random naps, has a built in scenario editor, play in real thine, you can build infantry, wanxlips, charlots, war elephans, archers, etc. Pess from the Sune Age to the Tool Age, Brouze Age and from Age. There are a range of simple player and multiplayer missions. Dami good furl BM Regulers, 2ApCD-ROM, Pentian 99, hand disk, IomegRAM, SVCA. \$70.00

Rom expansion.

Rome expansion:

The Rise of Rome Official expansion with powerful new units such as Scythed Charlox. Camel Riders, Slingers, Fire Galleys; four new superpowers; new campaigns such as Augustus Caesar versus Cleopara, four new map types, such as Hill Country, Neurrows, Mediterraneau.

Strong Computer Over 100 scenarios to choose from, including historical, real map and new campaigns with unique scenarios.

330.00 Prima's Unauthorised Guide to Age of Empires

330.00

AGE OF EMPIKES II

ARI-ders siyle game. Has several ways to win, including conquering enemy
civilizations, accumulating wealth by exstensive trading and diplomacy, building and
delending great wonders of the world. Play one of 13 historical civilizations; including
Vikings, Celts, Franks. IBM Requires: Pen 133, 32mbRAM, Win '95, 49cD-ROM,
SVGA. Due Nov. 18M - 590.00

AGE OF SAIL 1775-1820 AGE OF SAIL 1775-1820

TalonSoft Delivers an excellent blend of exciting real time 3D perspective naval combat with the pageautry and grandeur of beautifully rendered Sailing vessels from the Tall Ships era. Take command of the greatest sailing ships in history, including the Victory, Constellation, Guerriere, Bouhomme Richard, Vegeance, Saratoga, etc. With a complete camping game as Britain, Spain, France or USA. A complete scenario editor lets you create instant taval combat to your specifications. You can play head to head with modern or verses the computer. 1804 Requires: 48066, SnegMM, Windows 3.1 **,

AIDE DE CAMP # 2

At last We have been asked hundreds of times to get in this wargame design kit.Amy and all hex-hosed wargames can be entered and played on your personal computer using this wargames assistant program. You create the unit symbols and terrain graphics, including the colors you want, you make and eith the map, you determine how combat and movement operates. With three zoom levels, up to 30,000 hexes per map, saved game options, hex muthering, combat and movement replays so you can play by mail, the game rolls the dice for you, etc. You can edit the game at any time, placing the units where you want them. Note; you must own the bourdgame; you are reveraing, because the game has only simple movement and combat - with special combat or invented the places most either played to the solution roles and eith this game what to do, hurd disk, 486+.

BATTLEGROUND: ANTIETAM

BATTLEGROUND: Napoleon in Russia: Borodino Talon The sint Battlegrand title, Alter a series of indexisole battles and steady retreating intout of the advanting French, the Bussian Tara Alexander's army, poised on the outskirts of Moscow itself, turned and faced Napoleon for one final desperate battle, History comes aftive as Marshall Kuttarov's Russian infantry dougetly defends the road to Moscow from one laught after one laught of Napoleon's nussive Grande Armeet. Crossack advand a midst this momentum struggle. Can you as the Frinch tale the Great Rebuilt from the Russians early enough to take advantage of it! IBM Repatres. Marshall Republication of the Company of the Com

BATTLEGROUND: BULL RUN DATI LEGAROUIND: BULL KUN

The seventh Battle-ground gaine. Includes two complete battles. First Battle of Bull Run
in July 21st 1861, which found J.E.Johnston's outnumbered Rebels fighting as a
desperate delaying action versus the powerful Union amy of Irvin McDowell. And the
Second Battle of Bull Run in August 28-30, 1862. IBM Requires: 486/33+, Win 3.1+
30.00

BATTLEGROUND: CHICKAMAUGA
The inith game in the series, this one featuring an all new 32-bit game engine. This
game deals with the epic "western threater" (Civil War brutles at Murfreesbow in late
December 1862 through early January 1863 and Chickamauga in September 1863.
During both of these bloody brattles, the Union's Army of Cumberfaul was commande
by Major General William Rosscraus. He won the first battle, but lost the second. With
a scenario editor, variable command control, historically accurate battle maps. IBM
Requires: Windows '95, Pen 75, 4spCD-ROM, 16mhRAM, 16bitSVGA. 1BM - \$40.00

BATTLEGROUND: SHILOH

TalonSoft
The fourth game in the series which spectacularly recreates the battlefield of this
unomentus and bloody struggle, which saw the beginning of the end for the
Conflectente States of America. IBM Requires: 486/13, Wind, CD-ROM. IBM-330.00

BATTLEGROUND: Prelude to Waterloo BATLEGGROUND: Prelude to Waterloo

Talon

Batteground 8. Delivers both buttles of Ligny and Quatre-Bras in the days preceding
the epic struggle at Waterloo. Can you lead Napoleon's French forces to victory at
Ligny and Quatre-Bras effectively splitting the Auglo-Aliel Amiles to continue the
conquest of his empire, or help the British and Prussian armies defeat L'Empeurer and
prevent his advance to Waterloo effectively enfing his yrangu of Europe. Features
several "What if scenarios. IBM Requires: Win 3.1+, 486/33+, 8mbR4M, hard disk.

300/G. 2pcfC-ROM.

BATTLEGROUND: WATERLOO

Talonsoft
This is the most stuming and magnificent presentation of the Battle of Waterloo I have
ever seen. The game features a stuming new 3D approach to the battle, with 3D terrain
showing works, buildings, hilks, valleys, streams, and 3D units of cavalry, infantary and
advantage of the stream of

CAESAR II

As governor of a province of the Roman Empire you must build cities and rule wisely. Fortify your creations, keep the plebes happy with builes and entertainment and watch your defenses carefully. Should they fail, you can lead your legions to crush the hestile barbarians. Success will lead to promotion, and your cities with legand to fill you province. Govern well and rise to become Caesar! In the legate of Civilizations to custruct, fight barbarians in simple combat, or link the game with COHORT II, a sophisticated economic model, etc. IBM Requires 486/66, 8mhRAM, SVGA, Wnr 95, 2pCD-ROM

CAESAK III

The pressions As a provincial governor charged with spreading the glory of Rome, your mission is clear; build cities, fuster trade and industry, and make money. Make a career out of pleasing the emperor, battle barbarians and reple the Carthagnians. You may even be crowned as Caesar, Build, rule and defend on the one screen, no more switching between city, province and bartle screens. Use the city construction kit to build the perfect city, talk to your civilians, appease 5 gods, etc. Looks great IBM Reguliers Per 90, IlanhoffaM, Mindows 92, 4spCE-ROM, hard disk, \$V564. Bit 570.00

CIVILIZATION Microprose
This is the classic game of leading your chosen ancient civilization through the corridors
of time, from 4000Be to 2100 AD. You develop cities and technology, trying to build
a ration that will stand the test of time. You must build armies to defend, and explore
the world. IBM requires: 486/25, CD-ROM, 4megRAM.

\$20,00
Civilization Strategies & Severes Him Book.
\$30.00

CIVILIZATION II.

This game of building a civilization and guiding it through 6.000 years of history has just been rewritten as a second edition. Features stunning new 3D graphics for world detail, and 3D cities in full color, there are heaps of new troop types and weapons such as elephants, archers, stealth fighters and bombers, AEGIS cruisers; there are more technologies to develop; diplomacy is expanded and improved; there is a new map editor, full motion video of Winders of the World; and there are more pre-set scenarios that let you take control of civilizations already developed, such as Ancient Rome, or a form of the World; and there are more pre-set scenarios that let you take control of civilizations already developed, such as Ancient Rome, or a form of the world; and there are more pre-set scenarios (CVIR), mosace, hard distinct. **ANCIA***, Windows 3.4***, **SonBorth, SycGot, CVIR)** (CVIII)** (CVIII)*

LAN, Modem and Hot-Seat. Requires Pentium, TomorAnt, ExpCD-RCM, Printings 545.00
Civilization II Complete Guide to Scenario Building A huge book plus CD-ROM to help you design & build your own scenarios.

237.00
Civilization II Test of Time Actually three games in one. Contains the extended original game of Civilization II, starting in 4020 BC and continuing on until the colonization of a system. Also The World of Midgard, which is a fantasy game based on mythical characters such as elves, and allows you to play on frour vast, linked maps. being Ferran, Under Water, Under Ground, Sky; and The Universe of Latande 21, 85. heing Ferran, Under Water, Under Ground, Sky; and The Universe of Latande 21, 85. Planet, Gas Gian und the Spore Platform. IBM Requires: Peril 56, 16mm/R.f., CO. ROM, 2mtSVGA, Windlows* '95.

CIVILIZATION III Call to Power

Build an empire to span history from primitive beginnings into the sci-fi future of 3000

AD. Lead a turn-based conquest in which every strategy devised, technology discovered, and war waged has reprecusions on your future world. Exploration, discovery, research, technology and Wonders of the World are your tools as a global leader. Make every social, economic and diplomatic decision. Over 65 beautiful units, 4000 EC - 3000AD, 90 technological advances. Use economic attainful units, 4000 EC - 3000AD, 90 technological advances. Use economic attaicks, propaganda, biological terrorism. You can even build underwater cities and orbital space colonies. MR Requires: Pen 133, 32nbRAM, 16hitSVGA, 4spCD-ROM, Windows '95. IBM - \$90.00



GANGSTERS

Eidos

Set in a Chicago-like town in the 1920's prohibition period, Gangsters is the strategy
game where crime pays. From extortion to intimidation to street execution or all-out
bloody gam warfare. Playing in a vast city filled with over 5,000 individual characters,
combines real-time action in a highly detailed 3D senit-opdown view with easy-to-use
strategy planning interface. Features a 1,000 block city, 100 gangsters work for you,
break the law with complete immunity. IBM Requires: Pen 133, 10mbRAM, Windows

57, 44pCD, 20mbSVGA.

1BM - 590.00

GREAT BATTLES OF ALEXANDER GMT's fanous bordgame is now a computer game. Take command of the legendary armies of Macadom, Computer the rebellions Greeks, crush the definat Persians, capture the crowns of kings and phasmals to earn the most exalted title of all: Alexander the Great. Or, you can take the role of Darius, Memon, Clinas, etc. There are ten different battles, which also link as a campaign. IBM Requires: Win'95, 486/100, 16mbR4M, SVGA card, 2spCD-ROM, hard disk.

GREAT BATTLES OF HANNIBAL GML/AT DATA DESCRIPT. TAXIVIDIAL GIVEN THE RESERVE AND THE RES

GREAT BATTLES OF CAESAR

Interactive Magic
GMTs famous boardgame system is now a computer game duta recreates the wars of
Julius Caesar. As Caesar you can cross the Rubicon and lead your troops to Rome and
the suprene power. Or as Poungey, Marius, Sulla, you might just defeat mighty Caesar
and rewrite the history books, Covers Caesar's civil war campaign including Caesar
against Poungey at Dyrthachtim in 48BC. Marius against the Cimbri in 101 BC.
Chaeronea 8b BC. Musich 45BC between Caesar and Poungey, Thopasa 46 BC, the Last
Elephana Battle. IBM Requires: Win '95, Pen '90, ChonH&M, 2grCD-R&M. IBM -530

IMPERIALISM II
FrogCity
The New World unfolds before you. Your objective is to skillfully parlay discovery
into riches and antass enough prover to dominate Europe's political lankscape.
Combining elements of resource management, economic rade, exploration, diplomacy,
and military compacts. With 40 military and civilian units and 100 technologies from
1500s - 1500s. Advanced Al. great hi-res graphies. The interface is user friendly and
casey for first-time players to get into the game. IBM requires: Windows 59. Perl 154,
10mtRAM, 49CD-ROM, 30x600 16 ht color 5VCA
AMC or IBM - 552.00

LORDS OF THE REALM II EARLYS OF 1 HE REALM II

Sierra
Propels you into the epic conflicts and interpid life of thirteenth century England. As
one of five tobles, you manage crops, build weapons, construct a casele and raise any
to conquer neighbouring relinho sherine they conquer you. Fight your way to the
throne. With up to four computer rivals, a steward can handle country management
while you concentrate on commanding real-time battles and sieges. IBM Requires:
Windows '95, 486/66, 8lmRAM, 2xpCD-ROM.

IBM - \$20,00

LORDS ROYAL COLLECTION CORDS KOYAL COLLECTION
Contains three complete games: Lords of the Realm 1, Lords of the Realm II, and Lords of the Realm II Siege Pack. IBM Requires 486/66, 8mbRAM, hard disk, CD-ROM, SVGA.

\$80.00

MAN OF WAR II Chains of Command

Strategy First

Explosive real-time inval combat set during the Age of Sail. Take command as a Fleet
terror of a boarding action — all times Capatin and are the fary of a broandste, the
terror of a boarding action — all times capating the command of your slip by numaring crew assignments, targeting enemy vessels; create
your own character and his background; custom game conditions such as rate of cannon
fire; enlist in row campaigns and over 20 listorical scenarios including Tradalgar;
supports multiplayer over LAN/linemet. IBM Requires: Pen 120, 10miRAM. 49(C)

1804 - \$80.0

HPS
A tactical game of medieval warfare. Units are 25 men and are rated for morale, which
plays a very big nart — you can't fight to the last man; fatigue, formation, armor,
detense; and weapon type, Formations are columns, squeres, fire, skirmish and shield
wall. Leaders can rally disrupted or routed troops and can enhance units within their
command range, Includes a scenario and symbol editor, has close up and overview
views of the battlefield, battles include Clonarf, Hastings, Stirling Bridge, Falkirk,
Creey, Robin Hood, 800x600 16 Bit Color, IBM Requires: Windows '93, 133 Pen,
10mbRAM, 4spCD-ROM, SVGA.

1BM - \$75.00

NORTH vs SOUTH Interactive in the style of Great Buttes of Alexander. You take command of either Lee's Southern army of McClellan's Yankee army. Whether fighting the eastern campaigns at Antietan, Bull Run, or Gettysherg you call the shost, commanding your army through a ground breaking dynamic campaign system that reacts intelligently to your successes and failures. With ten campaign/scenarios and the grand campaign, great unit and combat animations. IBM Requires: Pen 150, 16mbRAM, 2spCD, 5VGA, hard disk. Windnows 93. IBM - 560.00

Dynamit's Red Baron computer game returns re-done as a stunning 3D flight sin. With an exclusive transparent cockpit for easy viewing of target areas. New 3D graphic acceleration recates a world stunningly real. Asso features new & improved flight models, you can customize the paint scheme on your aircraft. You can fly 22 different aircraft. IBM Requires: Pen 133, 32mbRAM, 2qrCD-ROM, SVGA, 3Dts curd recommended.

1BM - \$70.00 IBM - \$70.00 IBM

RED BARON II

Sierra

User definable difficulty levels, fly single missions or campaigns from 1916 – 1918.

Over 40 unique aircraft with 22 flyable planes. Also a mission builder, a great Al system that recreates the skills, actics and personalities of historical and moth-instorical plats. No two missions are ever the same. IBM Requires: Pen 133, Windows 93, 4spCD-3rOM, 3VGA, ToubRAM.

IBM - 520.00

SEVEN KINGDOMS SEVEN KINGDOMS

A Red Alert syle game. Enter the world of Seven Kingdoms, a world of intrigue and diplomacy, of trade, conquest and expironage. Take countrol of any of seven emerging civilizations: Chinese, Persiasa, Japanese, "Celebra Chinese, Persiasa, Department of the Company of the Company

SEVEN KINGDOMS Ancient Adversaries

The ultimate real-time game of empire building is back and better than ever. Lead any of fen emerging eviduations to glory through trade, diplomacy, espinouse and conquest. The continued of the emerging eviduations to glory through trade with new terrain, new materials, new gods, new securities, new functionalities, new gods, new securities, leave that the continued of the co

SHOGUN: TOTAL WAR SHOGUN: 10TAL WAR

EASH-mis strategic warfure in 16th Century Japan — thousaids of Samurai clash across spectacular battlefields as rival warfords battle to become Shogun. Control all expects of the war-polities, panning, and the battles thereavies. With that mazaing 3D engine did the battles thereavies. With that mazaing 3D engine digites stuming tactical battles with up to 5000 troops on screen, with rolling landscapes, woods, irvers, extra substitute Japanese setting, etc. IBM Requires: Pen 166, 32m/bRAM, 4sp/CD-ROM, Windows 98, Due Feb.

1BM 1-590,00

HaSDTO A classic boardgame now released as a computer game. Strategically position your men. Send out your scouts to discover your enemy's manpower. Use the skill of your micras to disamt enemy bombs. Battle heginst Battle it out with classic Strategic rules or Ultimate Stratego rules. Compete against up to 3 human or computer players. Wage war over LAN, modern or internet, View superfly reacher 43 D pattles. IBM expensive Windows '95, Pen 100, 1ombRAM, 4spCD-ROM, SVGA, hard disk. IBM - \$50,00

THE SETTLERS III HE SETTLEKS III.

A compulsive and addictive real-time strategic simulation of factics, prosperity, central and growth where you control a civilization such as Romans or Egyptians. Marage your resources carefully, build your settlements and trade. With complete new 3D graphics, 150 unique clanarters, 110 different buildings, 30 different trades such as muters, fishermen, miners; erect fortresses and towers and lead archers, swordsmen and systemen in butles; sart with an easy to learn training nission, etc.! BM Requires Per 100, 22mbRAM, 2misVGA, 4mpCD-ROM, Windows '95.

1834–1375.00

TIDES OF WAR

Master the Seven Seas and command your own warship. 18th Century English-style battleships and frigates and Spanish-style dreadmaughts and cutters. Even down to Viking longboats. Phenetical rading gallesus, native war cancer. A read-most 3D maritime strategy-adventure game of exploration, resource management and comba. 50 stip types. Inge-works to explore. To missisms, different types of missions, etc. 18th Regulates: Pen 120, 10miRAM, 16th/SVA, 49/CD-ROM, Windows 95, 18th - 380,00

ULTIMATE STRATEGY ARCHIVES ULTIMATE STRATEGY ARCHIVES
Includes the following complete games: \$81 Meier's Civilization, \$10 Meier's Railrivad Pyccom Deluce, X-COM UFO Defense, Henes of Might & Magic, Compuses of the New World Deluce, Jagged Alliance: Deadly Games, MAX and Dark Colony, IBM - 370.00 (BM - 370.00 Pigm).

WARBIRDS Dawn of Aces
3D accelerated WWI aerial combut. Features offline training to hore your flight and
gunuery skills, free head-to-lead via modern, serial or internet: legendary WWI planes
including Folker Drl, Spad VII, Sopwith Camel, Albatruss, etc. both 3D accelerated
and non-3D accelerated available in the same outline arrans, multiplie outline arrans, each
supporting hundreds of players stimulaneously. IBM Requires:

Windows '95,
1024-2768 SVGA, Pen 133, 32th/HRMM.

IBM - 330.00

World War II

A compilation of six of histories great battle simulators. Includes Red Baron, WWI includes the cover Europe, during WWII, Aces of the Deep, commanding a sub in WWII, Aces of the Pacific. WWII Pacific Theather airconhain, 4-10 Tank Riller, with Pacific Theather airconhain, 4-10 Tank Riller, and Pacific Pacifi

ARCHY MEN II

SIDU

This sequet lakes the plastic my soldiers into the kitchen, bedroom, front yard, and garage. With crazy new weapons such as the magnifying glass, spray cars; new obstacles such as lust stove jets; improved computer Al, etc. IBM Requires: Windows '95, Pen 90, TombRAM, AspCD-ROM, ImbSVGA.

BN 1–580.00

BATTLE OF BRITAIN

Talonsoft
Gary Grigsby and Keith Brors have teamed up to deliver this revolutionary new strategy
wargame. Set in 1940-41, over the skies of Britain. With a unique blend of real-time
and phase-based action; command either skie; over 5,000 historical phios: are
represented, a hypotherical 1941 German strategic bombing campaign is included, you
an play by e-mail: IBM Repatres: Pen 133, 32mbRAM, 16his/SAC. IBM-375.00

AXIS & ALLIES

The description of the most anticipated computer game releases this year – the magnificent Axis & Allies boardgame has naw been released as a faithful computer game. The year is 1942 and the world is a war, You are a powerful leader struggling for supremay. Features classic game-play plus new rule variations exclusive to this game. Play against Montgonery. Essentioner and Vanamono. Has a basic training tutorial. Up to 5 humans or computer players can play on the one computer or over a network. Time machine feature allows players to review previous moves and analyse enany strategies and Windows '98, Pen 133, TombAM, hard disk, SVGA, IntiVideo Card. IBM - \$80.00

CLOSE COMBAT Trilogy Microsoft Includes Close Combat 1, Close Combat 2, and Close Combat 3, IBM Requires; Pen 133, 32nbRAM, SVGA 800x600.

CLOSE COMBAT 2.0 A Bridge Too Far Microsoft Advanced Squad Leader for your computer! A real-time, historically accurate World War II strategy game that purs you in command of either the Allied or Axis forces during the repic Operation Marker Garden battle in German controlled Holland, Includes a Battlemaker, which let's you make your own scenarios, adds a new strategic layer to calleting players to out-think their opponents in the war rown, rure line of Sight and line of hir replicates log of war, limited announce of annus, dynamic deployment allows you to retain ground captoned or be pushed back and forward server ground captoned on the pushed back and forward server. Who they are considered to the pushed back and forward server with the considered with the pushed back and forward server with the pushed to the pushed back and forward server with the pushed to the pushed back and forward server with the pushed to the pushed back and forward server with the pushed to be pushed by the pushed back and forward server with the pushed by the

CLOSE COMBAT III The Russian Front Microsoft CLOSE COMBAT III The Russian Front

A real-time strategy game set in WWII featuring unequalled detail, realism and scope.
Play as either the Soviets or Germans. Command the same men throughout the entire
four-year campaign, from the German invasion in 1941 to Berlin in 1945. Over 30
specialised squads, 100 weapouts, 60 soldier types, 80 vehicles and AT guts. Includes
rocket baunchers, off-band artillery, you can rest, refit and upgrade your squads
between battles; create your own "what-if" scenarios with the enhanced Scenario
Editor. Craft single or multi-map battles, IBM Requires: Pen 133, 32mR/M
Windows '95, 800x600 SVG4, 4sp.CD-ROM.

1BM - \$90.00

CLOSE COMBAT IV A Encical red-time wargame that emphasizes realism. The game focuses on the intamous 1944 Battle of the Bulge and has everything from surprise attacks, stalwart defenders, spice, subtacturs, paratroops, hig tanks, desperate battles, and fannous generals. Platout level courbat. You can play US or German. IBM Requires: Peri 150, 09

23.2mb/RM, 40/DCP.ROM, Windows 95. Due Dev. 1804 - 590, 09

COMMANDOS Behind Enemy Lines COMMANDOS Behind Enemy Lines

A real-time tactics game set in WWII that puts you in command of a small squad of life troopers. Send them behind enemy lines on a series of hazardous missions, and bring them back alive. Study the enemy's movements, develop a cartely lapt and still. With stamming 2D graphics of German trains, tanks, buttleships, aircraft, bridges, etc. more than 350 alrogothes? 26 client matrials, tanks, buttleships, aircraft, bridges, etc. more than 350 alrogothes? 26 missions, each notally unique. The German back of COMMANDOS STORES Reyout the Call of Duty Physiba with the above or by itself, beginning to the companies of the co

EAST FRONT

Talonsoft
Featuring absolutely stunning graphics in this game of the wor on the Eastern Front.

Ea

WEST FIKONT
Tallonsoft Tallonsoft is all there for you to command on the Western Front. It is all there for you to command on the Western front, from 1940 France to Berlin 1945. Has campaigns plus individual scenarios, a full ficatures scenario coltior, new terrain features such as Normandy Bocage, African desert, picturesque Europe. Also parachute drops, glider landings, amphibious landings, survaj gunffre. Over 500 new equipment and unit types, etc. IBM Requires: Windows 95, TombRAM, 4spCD-ROM, Pentimu 133, 16th SV6A, hand ids.

1814 - 590.00

EAST FRONT 1 alonsors reading absolutely stunning graphics; this all new version takes us back to the Eastern Front in WWII. This is a platton level game, and you can play as German, Russian, Italian, Polish, Finn, or Hungarian. Has historical and hypothetical scenarios and campaigns, 150 in total, 50 of which are new, hundreds of new 3D icons including snow camefulge and new terrain types. IBM Requires: Pen 133, 4grCD-ROM, 23rbnRAM, IoRNOVA, Windrows '95.

EUROPEAN AIR WAR

Microprose
The most stuming WWII flight sim I have seen. Take to the skies over Europe during
the most dangerous days of WWII. Pilot 20 authentic fighter aircraft from America,
Britain and Cerman bounders, fight off attacking Messerschunitis as you escort B-17s on critical bombing
russ, and engage in duglights over France. With a Quick Start mode for instant
doeffighting, single missions, dynamic campaigns, pilot careers. Multiplayer via direct
connection, moden on network. Aircraft include P51s, Spiffices, Huricanes, Bi-108s,
FW-190s, exc. IBM requires: Win '95, Pentium 133 with JDgs or Pen 166, 32m RAM,
AqCD, hard dispense.

FIGHTER SQUADRON Over Europe
A combat flight simulator of the air war over Europe during the last years of World II.
With realistic flight and damage models. Engines get knocked out, parts are shot II.
With realistic flight and damage models. The proper of the property of the property

FIGHTING STEEL WWII Naval Combat
World War II naval combat from 1939-42, including the British, German, American
Japanese fleets, all rendered in stunning 3D. With historical scenarios, campaigns,
computer generated scenarios, and scenario editor. Control divisions, fleets, or single
ships in real-time action. Over 90 ship classes, realistic 3D battle damaged sustained by
ships, etc. IBM Reguires: 4spCD-ROM, Pen 133, 32mbRAM, 2mbSVGA, hard disk
Due July 1841-580.00
IBM - 580.00

HIDDEN & DANGEROUS

Talonsoft
The year is 1941. Your four man squad has been shot down deep inside German
occupied territory. With an immersive story through 23 missions and 3 campaigns. Play
in either 3" of 1" person. An overhead map lets you synchronise split second
nameuvres. Enemies hear, see and classe you. Take control of WWII vehicles,
including a German tank. 40 different types of troopers to choose from. IBM Regulares:
Windows '95, Pen 166, 3Dfs, 16nthRAM, 4spCD-ROM.

IBM - \$99.00

JANE'S WWII FIGHTERS

Janes By seven famous WW2 fighters, being the Mussang, Thunderbolt, Lightning, Spittire, Bf 109-G, Fw 190-A and Mc262A1. Takes full advantage of today's 30 technology, Fully operating 30 cxclpris, clouds, snoke, fire, bullet holes, nuzzle flashes. Fierce doughthing, swams of aircraft, desperate radio chatter. You can play a full campaign as Axis or Allies, plus 35 single missions, a full mission culiur, multiplayer for up to 8 via LAN or internet. With no radar or missiles, it casey to learn how to fly these planes, but uncertain the control of the

LUFTWAFFE COMMANDER LUFTWAFFE COMMANDER
A WW2 flight simulator, Return to a time when the deadly Me-109 ruled the sky. Here you can fly ten aircraft, including the Me-109, Me-202, 1-16, P-39, Spriffre, P-51, et air. Terrorize Allied or Axis forces in five combat areas, Spain, France, Great Birtisti, Russia, Germany, with over 500,000 square miles of terrain. Choose from 2 flight modes, from Crass challenges less experienced pilots, while Knight's Crass provides a WW2 air combat simulation of uncompromising accuracy. Each of the ten aircraft you fly has detail interiors, 50 single player missions, you can custom build air combat scenarios, modem and serial play. IBM Requires: Pen 166, 32mbRAM, &pCD-ROM, 3D accelerator card with 4mbRAM, Windows '95.

Microsoft Combat Flight Simulator WW2 Europe

Onlines flight simulator realism similar transfer www. Lutrope combines flight simulator realism with air combine stage is suitable attention to airplane physics and instrumentation as the award-winning Microsoft Flight over Lundon. Choose from eight historic fighters including the Spittire, F-51 Mustang and Me-109. Take advantage of accelerated graphics. Adjustable skill levels. IBM Regulies: Per 133, 10mbRAM, Windows '93, 10hit SVGA, optional 3D graphics accelerator.

PACIFIC GENERAL

Solim the popular Panner General system, but featuring a newly created taval combat model for high-seas realism. Engage in towal combat, including island hopping land battles, with the same exquisite playability as land combat. Campaigness and scenarios are playable as Japanese or American forces—imagine landing in San Francisco as the victorius Japanese? Also authentic war floating a comprehensive scenario editor. battle generator and you can play head-to-head via madent or network. IBM regarders: For 190, Wanton's 97, Ionth/AM, SYGA, April 200, Wanton's 97, Ionth/AM, SYGA, April 200, Illian 190, Illian 200, Illian 2

PANTHERS IN THE SHADOWS

Re-creates World War Two combat on the Western Front from 1939-45, including North Africa and Europe, set on a platoon/section scale. With 1 minute turns, over 1,500 weapons systems and SOO different guns, autheniac round penetrations based on nuzzle velocity, size, mass, density, target's amort dischess at location bits, and angle commercial to the state of the state

Two other HPS Games are Broken Alliance and Dragons in the Mist

PANZER COMMANDER PANZER COMMANDER

SSI
An absolutely sunning 3D tank simulator. Lets you test your skill with over 24 driveable tank types from 4 countries! In-tank views include historically accurate driver, using numer, machine gumer anc cupola views. External views include three-quarter, zoom and elevation views. Your crew follow your commands and improve with each successful mission. Has 3 Germand 3 Russian campaigns, each with over 20 missions. Stand-alone scenarios include 10 each for US, British, German & Russian. Also 12 multiplayer scenarios. Powerful scenario citor lets you adjust over 150 variables. Simulates realistic movement over rough, muddy and friven terrain, weapons recoil and performance. Tanks you can drive include 1-34/65. ISI.1, 1826, M& Sterman, Tiger 1, Tiger II, Mailida, Cronwell, etc. 18M Reputres: Pen 133, 10m0RAM, eyeCD-ROM, 18M-1-580,00

PANZER GENERAL PANIZER GENERAL
A strategy game. The game starts in 1939 with you as a German general in Poland. If you win, you can advance to the next front, still commanding your newly experienced rrops. Continue to lead well and those inexperienced units from Poland could urni into an overwhelming force plowing through Norway, Belgium, France, North Africa, and the Eastern Front. And you can also invade England, and the USA in 1945. As well as this progressive campaign game, there are 35 scenarios which can be played Alfield or Asks. [BM requires: CD-ROM, Amb RAM, 3802X33+. [BM-315.00]

PANZER GENERAL II

A last it is here - and being played by several of our staff. More than just a sequel, this game is an entire generation beyond anything yet seen in strategy games. Witness the Living Battlefield, a new standard for strategy game artwork, with plant on quality tanks, guns, buildings, mountains, roads, etc. With thirty painstakingly crafted battlefields that are faithful to the real ones in WW2. Game play is fatasistic, with the campaign starting in Spain, and going onto the Eastern. African and Western Fronts. Includes 12 multiplayer securities, and you can design your twon securities. The introduction of the company of the

PANZER GENERAL IIID Assault.

SSI
Play in a 3D environment that is visually dazzling. Forests can burn, cities and airticids
can be destroyed. Promote, dismiss or reassing your commanders to build the most
powerful units in WWII. Totally new game system, 3D environment and interface.
Fight as American, British, German or French forces in campaigns on the Western
Front, Over 200 3D midelled units. Has 8 campaigns and 30 additional single and
multiplayer missions. IBM Requires: Peril 123 with 3Dgs, 22mdAM. IBM - \$50.00

SMOLENSK TO MOSCOW

Schwerpunkt
A wargamers' wargame on computer, without any "frilly" stuff! Covers the primary
battles between Germany and Russian during WVII from 1941 to 1943 in the area
between Smolensk and Moscow. With 9 scenarios, scenario editor, computer
opponents, optional rules, over 220 units, A low complexity game with 6 optional
ties. IBM experiers: 486/100, 3974.

1804-370.00

STEEL PANTHERS 1939-1945
The original Steel Panthers, a game of tank to tank combat in a squad level wargame.
You can play any Allied or Axis mation, leading your troops through scenarios or campaigns. Has a scenario editor, WW2 film florage, diglitzed photos of over 200 incis. JBM regimers: 48603, 8mmHdM, 5VGA.
Steel Panthers Campaign Dick 13 campaigns, 45 scenarios.

BM - 151.00
BM - 151.00
BM - 151.00

Steel Partners Campaign Dick 2 Campaigns, 40 scenarion.

Steel Partners Campaign Dick 2 Campaigns, 40 scenarion.

SChwerpunkt
A wargamers' wargame on computer, without any "frilly" stuff! With six scenarios set
on the Western Front in view "which of the property of the

caputre.

\$40.00

LEYUM A complete game in itself. Covers the Russian 1941 winter offensive to destroy the German 1º Panzer Army, the early spring 1942 Russian attack towards Kharkov that ended in disaster, the spring 1942 German offensive, the winter 1943 Manstein "Backhand Blow" that recaptured Kharkov, and the Russian 1943 tall offensive that drove off the Germans, Also as exertain editor.

\$40.00

The Operational Art of War Vol 1 1939-1955

Talonsoft Norm Koger (designer of Age of Rifles, Red Lightning) has created this wargame of his dreams. This Volume 1 gives you the ability to create any battle of any war that courred herwen 1939 and 1955. The game scale can range from companies of men to whole corps. With full blown map, using 8 it high color graphics in both 2D and 3D modes. A event/political cliff of the less you create trigger events that will cause other historical or what-if situations to occur. You can play against computer or human propuents, and has 15 major press thattles, including Kharfuo, Prante 1940, Ilvasion of Sicily 1943, D-Day 1944, Patton vs Zhukov 1945, Israel 1948, Korea 1959, NATO vs Warsaw Past 1955. Ibb Requirer, Win 793, Pentium, 4pt/D-PRO/PRO Most 500, Operation Art of War Vol 1 Battle Pack 1 Scenario add-on disk with 16 new preset battles, including Sandersk 1941, Kursk 1943, Normandy 1944, North Africa, Pacific, Korea 1950, etc.

TIGERS ON THE PROWL Extremely decided recreation of battalion sized combat on the Eastern Front from 1939-45, including all the belligreents, Germany, SS, Soviet, Luftwaffe, Guards, & Axis, Combat is resolved using detailed calculations based on the US Army Ballistics Research Lab, taking into account armor thickness, round penetration at that range, weight of explosive, air drag, angle of the target, etc. Features hundreds of different tanks, artillery, infantry small arms types, etc. Magnificient, IBM Requires: VCA, 3.5° IPD, hard disk, 386 Tigers on the Prowl Map Builder Add-on Disk Tigers on the Prowl Campaign Disk # 1 Panzers Forward! Tigers on the Prowl Campaign Disk # 2 GD on the Steppe Tigers on the Prowl Campaign Disk # 3 Peiper in Russia

Ultimate World War II Wargame Collection

SSI
Features four of the best of the recent SSI World War Two wargames, all in the one
box. They are Steel Pumbers II, Pomer General II, Silem Hunter and Soldiers at War
IBM Requires: Per 1/20, Tolnikh,M, Windows '95, SVGA'.

1884 - 54-80

V FOR VICTORY V FOR VICTORY
Contains Veilibye Luki and Gold-Juno-Sword. Comes in a CD-case. *IBM Requires:*386, 4mbRAM, VGA, 2spCD-ROM.
IBM - \$15.00

Computer WAR IN EUROPE Computer WAR IN EUROPE
A simulation of the European Theater of Operations in WWII and brings this classic SPI board game into the computer age. Players control ground, air and the computer age. Players control ground, air and the control ground in the control grou against the computer, only solitaire with yourself playing both sides, or with 2 or more humans. IBM Requires: 386, 5mbRAM, VGA, DOS or Windows '95. IBM - \$90.00

Post World War II

A WORLD OF AVIATION

CounterTop

Includes, the jet fighter simulation 1F-16. Wings of Silver which is a multimedia

presentation of modern jet aircraft, including full color action video flootage, more than

60 plotus of aircraft and weapons, Combat Jets which is a complete drawing program

and over 1,000 clipar nimages. History of Aviation which presents the history of flight

with 60 video clips and 600 plotuse; and Warbirds, a screen saver. IBM Requires

Windows '97, 16 milk Mr. Part 120, 4spr.Ch-ROM.

1BM - 2385.0

1BM - 2385.0

CANNON FODDER

Classic reprint, Hand pick 15 soldiers for each mission you play, and shot anything that moves, throw grenades, shoot bazookas, drive tanks, fly choppers, as you work your way through 24 different missions. IBM Requires: 480/33, 2ptCD-ROM, 4mbRAM, sound carl.

1814 - 322.50

F-16 Fighting Falcon

Classic reprint, renowned for its multirole and dog-fighting capabilities. Fight over three war zones with air-to-air and art-a-ground miscoins with highly detailed, fully textured landscapes modelled on Korea, Israel, and Cypnas, Authentic oxclpti, controllable wingmen, even caters to 3Dix cards if you have one. IBM Requires 48666, 16mB/M, ZprCD, poyards, SWCA.

1804–522.59

F-16 versus MiG-29

Aduable-game including both F-16 and MiG-29 complete games. The MiG-29 issue of the world's most unanewer able and toughest fighter jets. The F-16 is the worldboxe of the USAFVon can By the two jets against other players in multiplayer mode. With stuming 3Dfs graphuse, great interactive excities, authentic flight models, over 40 stand alone missions for each jet, mission design nots, use the F-16's Lautin for night vision and precision bombing, etc. IBM Requires: Windows '95, Pen 166, Ionibid 4-6p/CD-ROM 3Dfs.

1BM - \$75.00

FALCON 4.0

The North Koreaus lave crossed the DMZ. Your F-17 Falcon squadron has been called for the strike back. Only the makers of the acclaimed Falcon 3.0 could be for the strike back. Only the makers of the acclaimed Falcon 3.0 could be for the fight simulators. This game breaks the sight-and-sound barrier with its cutting edge graphics, realism, dynamic campaigns and multiplayer gameplay. With accurate topographical terrain, detailed radar and weapons simulation, hyper-realistic flight models and stuming visuals. With a manual over an inch thick Also a real-time campaign engine, an enormous range of aircraft and ground units. IBM Requires: Pen 166, Windows '95, 32mirRAM, 800x000 16-bit \$700.00 Falcon 4.0 Prima's Official Strategy Guide \$30.00



JANE'S FLEET COMMAND

Janes
International waterways become theatres of war when the world's most formidable
maritime powers exchauge their fatal blows. With entire fleets at your command, you
must strategically deploy vessels from every class – figuate to aircraft carrier to nuclear
submarine – to maintain the pre-carious balance of naval power and gain position for the
deadly endgame, Real-time strategy campaigns and missions. BM Requires: Windows
'95, Per 200, 34m0/MA, 2mbs/CM, 3/pc.cm/db, 8pc/C-HOM.

370.00

JANE'S F-15 JET COMBAT SIMULATOR

You can be up and flying in five minutes. Instant action option includes simplified controls to ensure quick access to your first kill. Training missions have you flying like an ace in no time. Adjustable levels of realism and difficulty. Magnificent graphics and stunning visual effects. Mid-air refueling, smart bomb camera views, radio chatter, 30 different weappurs, you can ply head-to-band over first ministon builder, relieve be pesert Storm through an intense campaign, etc. IBM requires with '95. Pentium 133 with JOFX card or Pentium 166 without, 16mbRM, 4spCD-ROM, hard disk, SVGA.

JANE'S LONGBOW ANTHOLOGY

The definitive helicopter combat collection, combines two previous games: AH-64D Langhow and Langhow 2. Features 3DFs support, all of the world's hot spots (Russia Europe as well as Korea, Central America & Mid East). IBM Requires: Pentitud with 3Dfs or Pen 166, 16megRAM, SVGA, 4spcD-ROM.

M.I.A.

GlassGihost
A 3D arade-syde helicopter shooter set in the Vietnam War. Pilot the mast advanced
Vietnam-era military choppers including the AH-1, OH-6, UH-1 and Ach-47A. With
26 different missions, each with its own unique challenges and piffalls – reasses
M.I.A.S., lead recon missions, eacht alted tank columns, sperafiead seek-and-destroy
nissions. Realistic 3D terrain, objects and explosions. True to life technology and
weapon upgrades. IbM Requires: Windows '93, Pen 133, TombRAM, 2mbDreet 3D
Graphics Cand, AspCD-ROM.

IBM – 875, 80



Modern Warfare Collection
Has Apache vs Havor, Falcon 4.0 and M1 Tank Platoon 2. IBM Requires: Pen 106, 32ml/R4M, 4spCD-ROM, SVGA.

IBM - \$90.00

PEOPLE'S GENERAL PEOPLE'S GENERAL

An absolutely stuming game using the Panzer General II system, with uncomparable repolities. Preserva a disturbingly plausible, near future Asian conflict that escalates to repolition of the property of the world. Game play covers large areaus of the Koreau Peninsula, Study the whole world. Game play covers large areaus of the Koreau Peninsula, Study Scholler, Ural Monutains and Ukraine. Choose from our 200 task forces from 161a. Sheftin, Ural Monutains and Ukraine. Choose from 21 capacity of the Study of the Study

Rainbow Six (Tom Clancy's)

The most revolutionary action/strategy game of its kind. Nothing comes close to fine the comes of the comes

SSN-TOM Clancy

Tom Clancy brings you his first CD-ROM. The mission briefing is that Chinese hard-liners have staged a during raid on one of the world's last great untapped oil eserves, setting the stage for a rejuveranted Communits dictatorship. Representing the United States, you command an Improved Lox Angeles-class nuclear attack submitted. Out Stages, you command an Improved Lox Angeles-class nuclear attack submitted warfate systems, she is the finest fast attack sub in the world. The fifteen missions you crown the relative stage for the art effects of the art effects of the stage from temorrow's headlines. IBM Reguleres: Pentium 60, Win'95, SVGA, 8mbRM, hard disk.

The Operational Art of War Vol 2 Modern

Talonsoft
Set after 1955 to the current day. Fight in Vietnam, over the Suez Canal, in Operation
Desert Storm, With full-function map, unit, and scenario editors. Historically accurate
securities and maps. Hypothetical "what-if" scenarios. Massive equipment dalabase
with fundirels of tanks, planes, artillery, etc. Stuming 16-bit color in bold 2D and 3D
modes. Adjustable unit scales from individual companies to entire corps. Two can planesses for the property of the

Sega Stand against the gathering storm as one of 8 unique player characters – ex NSA, KGB. FBI and other counter-terrorist operatives from all over the world. You'll have 40 unique weapons and power-ups at your disposal, in this first post of the post of the

WORLD OF COMBAT 2000 NOVALDI OF COVINBAT ZUUU

NOVALDI OF COVINBAT ZUUU

NOVALDI OF NOVALDI OF NOVALDI OF NOVALDI OF NOVALDI OF NOVALDI OF CONDITION STAP INTO the helicopter designed for the battlefield of the future, with over 30 missions, stunning 3D terrain, for novalore & expert players, F.22 Lightning II. where you take to the skies in the US Air Force's next-generation stealth fighter, with 36 missions, missions change according to outcome of previous missions. And expert Fix 2 M142 Advance, where you command the main battle tank of the US, where you command your own tank or your platon in over 50 missions. IBM requires: Win 93, Pentium 50, IonibAnd, SyGA, 4spCD-ROM.

IBM - 570.00

IBM - 570.00

Science Fiction

ALIENS Versus Predator ALLENS Versus Predator

Rebellion

A Quade H-style game based on the reading card game of the same name, and upon the

navie Aliens and the Predator moving. There are three campaigns, one for playing

Marines, one for Aliens, and one for the predator moving the predator of the construction of the predator of the construction after the time of the movie, a few this weapons facility has been

constructed near the old colony, to study the a few the construction and alien, you have free 360° movement, it, you can run freely up walls adden, and alien, you have free 360° movement, it, you can run freely up walls above. Predators have the best challenging, that are few in number. Graphics are fantastic, but you can 'it saw the panel challenging, that are few in number. Graphics are fantastic, but you can 'it saw the panel product of the predators and the predators are sufficiently alient of the predators of the predators of the predators of the panel products of the predators of the preda

Sid Meier's ALPHA CENTAURI Sid Meier has now taken the Civilization concept into space! Explore the alien planet are spaced by the planet and uncover its myriad mysteries. Discover over 75 myriad m

ACTIVISIOI The classic artiade game now with next generation 3D graphics. Added enemies, advanced weapons, explosive effects, brave a multitude of hyperspace worlds, compete against a friend on one screen. IBM Requires: Windows '95, Pen 133, 16mhRMM, 4spCD-ROM, 2mhSVGA, 3D uccelerator card.

BABYLON 5 The Official Guide

This interactive reference guide to Babylon 5 is loaded with hundreds of phones, sound and video clips, from the inner workings of the space station to the outer reaches of the galaxy. Deaths each type of weapon, exclused specifications and video clips of 30 then and human spacecraft, a guided tour of the station, histories of governments, a director of key characters, and places of interest. IBM Requires: Pen 90, Win '95, IoniRAM, 4y/CD-ROM, SVCA.

Blood II: The Chosen Monolith
An extremely gory Quake II-style In a time of turnoil and decay, a dark organization
with a sinister agenda casts its shadow over the world. But as their plot unfolds, an even

greater evil pushes its twisted being at the very hindings of reality...but Caleb is back to fight them, but this time he is not aloue. Can be hold the Chosen together long enough to reclaim the Cabal and the heart of his the true hieve? With an all-new next-gen engine, over 30 gory levels, explore vea 30 environments and destruy everything in sight, four polyable, fully-consumizable clorusters, begre of deadly weapons. BM Requires: Pen 166, 32mbRAM, 4spCD-ROM. Windows '95, 3DB: or Pen 233 without, SVGA.

Blood II: The Chosen Official Strategy Guide Requires: Pen 100, James SVGA.
SVGA.
Blood II: The Chosen Official Strategy Guide

Blood II: The Chosen Official Strategy Guide

Command & Conquer Worldwide Warfare

Command & Conquer, Red Alert, Counterstrike and The Ahermath, all in the use value packed by as elfable Requires: Pentium, Windows '95, BinnEAM, CD-ROM, 590.00

COMMAND & CONQUER Gold Edition This is a new Windows '95 elition with all new features like head to head play, Super VGA graphics, smooth careful and the state of t

Command & Conquer TIBERIAN SUN The all new game of C&C. With his forces stronger than ever The Brotherhood of Nod, Kane is pitched in an epic battl machine – the Global Defense initiative, Fight on dynamic by



DARK FORCES - STAR WARS DAKK FORCES - STAR WARS

LUC

DOM meets Sur Warst Will graphics and world details the equal of Doom, and
sound effects that are superior, this game is already extremely popular. You play the
part of a mercenary working for the Rebel Alliance, trying to track down the Empire's
latest doom weapon - an army of cybernetic doomsday wing to the complex of the complex of

Good Bun! IBBN requires.

Activision

DARK REIGN + Expansion

This is one of the best looking Command & Conquer style games. A coloresal war between the Inneprium and the Freedom Guard is amulilating your world. To save your civilization you must enter the heart of an empire at war. Vanquish both military powers and alter the destiny of a galaxy. With stuming graphics, you missions and maps easily, the Al is highly responsive and unpredictable, command are as suitcle hombers. Inostage takers, substeurs, etc. Head to head via moden, or up to eight players on a network; units travel slower upfull and faster on soul, and are at waypoints, units can like in ravines or underground, etc. Looks and the arms of the control o

DARK SIDE OF THE MOON A first person sci-adventure with 300° seamless, incredibly realistic, motion-picture game play. Explore a beautiful 3D world. Solve challenging story based puzzles, Cuntrout live-actors in your race to discover the rutul about your uncies' mysterious death. Your quest will take you to the depths of a dangerous mining colony on the far side of the moon. But remember, routhing is as ires, everyone you meet will have secrets they are trying to hide. IBM Requires: Per 166, 32miRAM, 2miSVCA, \$50.00

DESCENT: FREESPACE The Great War

DESCENT: FREESPACE The Great War

Interplay

Descent goes flightsin with this revolutionary game! The heartless Shivass emerged
through subspace near Earth, harboring buildings gifts years ahead of anything seen
before. They made no attempt to combinding light years ahead of anything seen
before. They made no attempt to combine the property of th

DESCENT 3 DESCLEY 13

The gut-wreating saga continues with more pulse-pounding action than ever before. Dive into massive subterranean strongholds in full 369° freedom as you careen through caryons and craters on the surface above. Test young thing skills against an army of battle-drones and assault hots. Filled with new freatls and old entended and the first poly that with the strong st

Now available for DOS and Windows '95. You continue to play the tough Marrie. You beat the had guys in DOOM 1, but have they have invaded Earth, and you have 30 levels in which to try to rescue your world from certain down. Requires: 2yeO-ROM, 386/33+, hard disk, 4mhRAM, VGA.

DUNE 2000

Dune 2000 is a completely re-done Dune II, specially designed for notary computers.

Dune 2008 offers all the familiar units of the original: Deviators, Fremen warriors, the
Sardnikars, Souic Tanks, Ornulopters and many more, Players can lead the noble
Arcides. the sanction of the control of th

EMPEROR OF THE FADING SUNS From the roleplaying game, Failing Sans, Enter the realm of the Failing Sans, and become emeshed in a bold, Gothic world where advanced technology has plunged the galaxy into a new Dark Age, Explore new planets, research forbiden reclamologies and countrol the growth of an empire. Wage war with up to four opponence, Colonial outposts come to vivid life through fully realized environments teening with rade and treachery. Continually evolving storyline provides multiple ways to win. IBM Requires: Win 95, 486/66, 10nthR4M, 2spCD-R0M, hard disk.

FALLOUT
A roleplaying game in the tradition of the classic Wasteland. 1,000 popel have been living the micro fallout shelter for 80 years following a worldwide nuclear holocaust. But the wind the process of the control of the classic Wasteland. 1,000 popel have been living the wind the world of the control of the contro

FALLOUT 2

A roleplaying game in the tradition of the classic Wasteland. It's been 80 long years since your ancestor trad across the westelands. As you search for the Garden of Eden Creation Kit to save your primitive vidue; part is stream with cripping radiation, negalamanian mutants, and a relentilest your part is stream with cripping radiation. Super-nutants, robo-dogs, and ghouls; you can upgrade deceit and freachery. With begier, statert, nuster termines. Fall in live and even get married, group of the property of t

GALACTIC CHALLENGE

SSI
Four sci-fi games in one pack, being Star Control 1 where humanity is about to be destroyed by a savage condition of alien nases; Star Control II where the war is over and humanity can now explore and colonias 500 stars with 3,000 planets; Reneguale Buntle For Jacob's Star where you command a organization of sarrighters in the Reneguale Legion universe; and Gateway when a portal has opened to a place fraught with danger and wonders. IBM Requires/486/66, CP-ROM, 4mRPAM, 3VCA. 1BM 1-560.00

HEAVY GEAR

Based on the Heavy Gear roleplaying game, leaves all others behind! You can build a heavy gear from scratch with one of 16 customizable classis, or pilot one of the 16 provided Heavy Gears. IBM Requires: Win 95, Pen 90, 16mbRAM, SVGA, 4prCD-80M, hard disk.

S00,00

330,00

330,00 provided Heavy Gears.. 1000 responsible ROM, hard disk.
Prima's Unauthorised Game Secrets of Heavy Gear

HEAVY GEAR II

Based on the Heavy Gear roleplaying game, this new, extremely improved version of the game, has been rebuilt from the ground up, With special ops stealth squad missions, instructional forces adapt to your facies, battle in swamps, even on the outfull of starships! With an all new game engine that allows faster combat. Came play graphics are truly sunning. IBM Requires: 3Daccel, Pen 166, Windows '95, 6HntRAM, ApCD-ROM, 2nhSVGA.

IBM - \$80.00

HALK-LIKE

Sierra

A stunning Quake-style 30 adventure game, it was just another day at the office, until
your science experiment blew up in your face. Now, with aftens coming through the
walls, a military idean spand killing everything in sight, and your colleagues all dead,
you're scrambling to stap alive. Featuring advanced A1 in which enemies work rough
it teams to hum you down, monsters feature fluid and intricate motion, scripted
animation sequences, computer clarasters who work with you and help you; there is a
level editor, and help you; there is a
level editor, and help you dreve the sex and the standards who work with you and help you; there is a
level editor, and help you; there is a
Requires: Pen 13.1, 26mBRM, VSOA 16 bit, 2spCD, Windows '95. IBM - \$50.00
Half Life Prima's Official Strategy Guide



IMPERIUM GALACTICA IMPERIUM GALACTICA

A new empir-building space game. You begin as a Lieutentut on a Destroyer, charged with restoring peace to a newly discovered sector. Scale the Imperial ranks and your missions become increasingly challenging. New centhogies, new weapons, new responsibilities. Only you can decide how to balance warfare, colony management, research and production. Succeed and your objective exposure status the Odd Human Empire through diplomacy or brute force. There are seven allet not, two renegate human empires, endless wards, With 174 structures for, two renegade human empires, endless wards, With 174 structures, endless wards, With 174 structures, endless wards, With 174 structures, for the made, Also lats one hour of full motion video clips of the storyline. IBM Regulere; 486/100+, SmiRAM, SVCA, hard disk, 4 speed CD-ROM.

IBM - \$22.00

JEDI KNIGHT - Dark Forces II

Jedi Knight, the sequel to Dark Forces, the Dome-style 3D Sar Wars action game,
Kyle Katarn is a young mercenary sent to infiltrate the Empire. He embarks on a quest
standard of the property of the property of a hidden Teled brail ground. This
standard is present to the property of the property of a hidden Teled brail ground. This
standard to the property of the property of the property of the property
as the dark side beckens lim strongly. He men must decide his own destiny
as the dark side beckens lim strongly. He may be the fight side he he light side he was
standard of him. Each of the seven that, fold store powers include
characteristics - one fights with two lightsabers. There are a variety of weapons in the lightsabers. But force powers include
sew. The mast exciting new weapons is the lightsaber. But force powers include
fantasic light Requires, 'approx'POM, I (minRAM, hard disk, Pentum '00, mease,
SVA.

SVA.

SVGA

MYSTERIES OF THE SITH Fourteen new levels with 18 nd - 55.0.0

MYSTERIES OF THE SITH Fourteen new levels with 13 total new locations, including wampa-intested swamps, the foreboding fortress of KaPa he Hut, and the subternation catacounts of a temple deep within the planet Drommund Kass. You play a new character, Mara Jade. There are four new weapons, five new force powers including Saher Throw, over 24 new enemies including forture droids, priratedless and the rathout?

KKND2 Krossfire

A Reit-Alert style game. The surface of the earth may be a post-apocachypt hell hole, but had, Withurs, the evolved (read hideously deformed) and the robots still want it reads had. Withurs, and amphibin and an insistent plus a mission editor, not air, land, and amphibin and surface and item, wonderful graphics including the Sydney Opera House as you've ach item, wonderful graphics including the Sydney Opera House as you've before real strategy in real-time. IBM Requires: Windows '95, Pen 133, TonhRAM, SopCD.

KLINGON HONOR GUARD KLINGON HONOR GUARD
Plunge into the Star Trek universe in this fast-paced, high-action, first-person shooter using the Unreal 30- engine. Mayhem reigns as an assassination attempt on Gowent, leader of the Klingon High Council, has left the Empire shocked of the Streaming for reverge. As a member of the elite Klingon Honor Guard, you need to streaming for Prey. 10 unique weapons, 24 formidable enemies including monsters and a klingons, deathmatch capable, hand-on-land weapons including Bat-leth, Includes the Wines of the Council of the Counc

MACHINES
In 2545 AD markind died out. But his interplanetary automated planetary colonization
program continued on without him. Legions of drones, seeder ships, industrial
modifies and self-aware AI supercomputers continued colonizing world after world,
and if roder machines had gotten there first, confrontation errorpted. Soon, the Machine
War was in all swing. With true 3D environments, attack from hill tops, hide behind
terrain. If person where lets you explire buildings and terrain during esplonage
missions. Floating 3º person view lets you see the battles from all angles, Zenith view

lets you provide strategic control. Research and build over 50 different machines. IBM Requires: 3Daccelerator, Windows '95, Pen 200, 32mbRAM. IBM - \$90.00

MASTER OF ORION II

MASTER OF ORION II

This game has gone straight to being my No. 1 favorite space colonisation and conquest agame. No other game even begins to compare. You can start with just one planet with low tech, and then expand your colony while developing tech. Ston you build simple world. They are not there of the color of

MECH COMMANDER

The first Battletech game of tactical combat. With an engine similar to Red Atort, you command many meetls instead of jast one. Each needs is animated with over 100,000 individual frames. There are over footprins on softer terrain, so you can determine what are of enemy meetly you are classing by seeing how deep the footprins are - assault aster of enemy meetls leave deep footprins (you can slavage, repair, and use captured enemy meetls. You command up to 12 meetls. Repair, upgrade and organise your entire unit. Buy nemels, seepons and plotts with resource points gained by winning missions. 30 great missions. 18M Requires: Win '95, Pentium 120, [GnahRaM, AspCD-ROM. IBM '530

Mechwarrior II: Titanium Trilogy 3-D Accelerated With both the classic and 3-D accelerated versions of Mechwarrior 2, Mechwarrior 2 Mixton Pack, and Mechwarrior 2 Mercenaries. And does the game look different with the 3-D accelerated gradies running Abso features a new applies. In the second of the second second linear missions were realistic words, etc., 188 Requires. Pentium 100, (133 for 3D acceleration, IsonRAM, 2pcD-ROM, SVGA, Willow).

Mechwarrior II Complete game in CD-ROM case only.

MECHWARRIOR III

A luge step-up from Mechwarrior II. Includes deformable terrain – the buildings have destructible geometry, artillery, shells pockmark the ground, the mechs even leave distinctive footprints, Al is improved. Mecls use their arms to get back to their feet mecls lide in water to launch ambushes, fight in stunning cities and even in cares est in 3058, features a mission editor, you can shoot down buildings so that they fall on enemy mechs, features intersphere and Claim mechs. You can even target individual mech locations, setup the mech courted to suit yours style, mech great and the state of t

CUTICAST

Info
In 2007 the US government sends a probe into a parallel universe. Aliens damage the
probe and it opens a black hole which threatens the earth. In this freedom of movement
5D adventure, you must accompany three scientists into the other universe, in an
attempt to repair the probe and close the black hole. With six vast and diverse
continents in fabriled by thusuands of living creatures, both friend and fice, with whom
you can interact. You can play from 1 to 3th person perspectives. IBM Regulates. Per
200, 32th/RMM, 4spCD-ROM, 2th/SMS/GA.

1BM 4 590.00

LYPENIA Eminent Domain

THQ

The ultimate in intergalactic strategy and combat. Explore and colonize hundreds of inhabitable works in one of the largest game universe; ever created. Once colonies are established, they can there he left above or carefully made to the colonies are established, they can therefore the colonies are established, and the colonies are colonies are colonies and colonies are colonies are colonies are colonies. The colonies are co PAX IMPERIA Eminent Domain

QUAKE
The next game from the people who brought us DOOM. And this is a fanusatic improvement - and very popular. It's not far in the future, and scientists develop a Slipgate Device. But an alien terrorist insignates a war via Slipgates before our technology is perfected - and his name is Quake. Man plans to Stiffe at Quake and take the war to limi - but Quake strikes first. The military headquarters is overrun, and you are the only survivor. But you flight your way to one of Quake's Slipgates - and now you are theirly the war thin the control of the strike of the control of the strike of the stri watering your rosebush. The aliens throw all manners or ugly things at you to up us stop you. IBM Requires: Pentium or 4860X100, CD-ROM, SVGA, hard disk, 8megRAM. IBM - \$20.00 QUAKE The Offering Contains Quake, Quake Mission Pack I., and Quake Mission Pack II. IBM - \$50.00

OUAKE II

This is the best Doom(Duske game I've ever seen. For starters, the game is actually playable, Without using any cheats or even a hint book, I have been able in solve every level - you don't have to find secrets in order to progress to the next level. The game is actually playable, Without using any cheats or even a hint book, I have been able in solve every level - you don't have to find secrets in order to progress to the next level. The game is not been according to the progress of the next level. The game is not been considered around 50 level/stounders and the end is still nowhere in sight Graphics are stuming, game play is totally satisfying. What you do in one level can affect another one, Features superior artificial intelligence. Enemies, which are mostly combat cyborgs, can evade your attack, strategically position themselves for ambusdes, and hunt you down. Hear distant explosivas, rockets flying past your head. Shortly after landing on an alien planet you learn that hundreds of your men have been reduced to just a few. Now you must fight your way through heavily fortified military installations, lower the city's defenses and shut down the enemy's war machine. Only installations, lower the city's defenses and shut down the enemy's war machine. Only installations, lower the city's defenses and shut down the enemy's war machine. Only one of the city of the control panel directory's et to English-Australian. BM Requires: Win '95, Pentium '90, ItomBAM, SVGA card, AspCD-ROM.

So, Ou Quake II HINT BOOK Prima's unauthorized guide to Quake II level editor, Has a simple, easy to use interface. Simply drag and drop rooms, textures, objects directly into your celves. Has ten new template levels to create over or you can make your own ones from scratch. Asy ou edit you can see in 3D what you are making, etc. \$40.00 Quake II Mission Packs: Ground Zero Official expansion pack for Quake II.

His new single player levels. 10 new deathunatch levels, new powerups, new were even even to be a subject of the fai

Quake II Quad Damage Includes Quake II, Mission Packs I and II, and Quake II Netpack I. IBM Requires: as above.

REACH FOR THE STARS

SSG
About time! The immersely popular Reach for the Stars. (used to be available on the CG4 and IBM) is being completely re-down for today's generation of companies. This is the ultimate epic galaxic, strategy game. Has a linge campagin and more than 30 securities, with unlimited gameplay with random scenarios. The companie As a consideration of the securities with unlimited gameplay with random scenarios. The companie As a consideration of the securities of the security bouldwritness and invasions. A ruly dynamic research and technology tree. 16 unique species with their count technology trees, combat and comanie advantages. Also diplomacy and a scenario editor. IBM Requires. Pen 200, 64m/RAM, 4spCD-ROM, Due Dec. 18M - \$50.00

RESIDENT EVIL 2

A third-person Quake II-style game. The nightmare of Resident Evil I has returned. A

mew super-strain has emerged and terror stalks the streets of isolated Raccoon City. The
whole town is infested and blood thirsty zombies run wild. Two outsiders, a cop and a
reporter, are the only two to exape contamination and must try to save the city ron
destruction, and stop the virus from spreading elsewhere. Features high-res 3D

character graphics, a new hidden extreme battle game mode to discover. IBM Regules
Pen 166, 4spCD-ROM, Windows '95, 24mbRAM, SVGA.

1BM - \$75.00

RETURN FIRE 2
Driven by a hand new 3D engine, this game provides incredibly realistic high quality problems and some for the bases 3D accelerator boards and force freedback profiles and become from the bases 3D accelerator boards and force freedback profiles and some fire of the bases 3D accelerator boards and force freedback profiles and advanced 4A, or jump onto the internet for down in the dirt death-matches linking up to 16 cybersoldiers. Commanding tanks, jeeps, helicopters, PT boards, SAVs and jump jees. A good from shoot en-up. IBM Requires: Pen 133, Windows '95, 4spCD-ROM, IonhR4M, SVGA, 3D Accelerator cont.

180 - S800.00
180 - S800.00
180 - S800.00

SHADOW MAN

Acclaim
Only one man holds the key to the door between Liveside and Deadside. He is Michael LeRoi. Hit man. Dead man. Shadow Man. Gather sinister artifacts, solve mysteries, explore crime scenes in New York glettose, a Texas prison, the London Underground. Over 40 immersive cut scenes and hours of imgenae speech, Please note that this game is rated MA15+, as it is very gory. IBM Requires: Pen 200, JDacceletoner, 23mBAM, AgoDC-PROM, Windows 95.

1BM - 390.00

SHOGO Mobile Armor Division MODOLIN Agrandor INVISION

A great looking Quade H-style game with a difference, you can play this one on foot or from midely our suit of powered amore, the MCAs, which runs, jumps, ducks, strates, one of the model of the mode

SIN Activision
The CEO of SinTEK Industries has released a DNA-altering drug which is converting people into genetically-engineered matants into her own personal anny. You are a prominent private protection age. Features different puzzles and new motes each time you play, new dangers and intelligent beings in every mission. Weapous include remote control devices, sulper rifle with zonitable scope, experimental weapous; access computer terminals, control security cameras, etc. Looks great! BM Requires: Windows '97, Pen 160, 3zhuRAM, 4spCD-ROM, 2mbSVGA. 1BM -450-Sin Mission Pack: Wages of Sin Seventeen new missions, twelve nemerics, seven new weapous. Battle through "live" words, including the new had boss Manero's Casino Hotel, Shipyard, and mutation research facilities.

30.00



STARCRAFT

Bilzzard

WarCraft gues to the stars! In StarCraft, the only allies are enemies. Uses Warcraft's

wonderful game engine, also used by games such as Red Alert. There are three unique
alies species. The Nonadic Terrais, naysterious Praiors, or vonacious Zerg. You must

elve is totally unique strategies to muster the specialized units, adilities and technologies

device totally unique strategies to muster the specialized units, adilities and technologies

individual missions or entire campaigns with univaled options and ease. Revolutionary

special effects. Real-time light sourcing, true line of sight and an advanced transducency

engine combine for unparalleled visual and tactical realism. Multiple theaters of battleengage in a detadly mix of space conthat, planetary assault and cover base infiltration.

Command Ghost Espiousge Agents, Protoss High Templars, and Zerg Deffers as you

seek to conquer the galaxy. I played one multiplayer game with a friend, and I'm

hooked now! I've begun the campaign as Humans, and wave upon wave of insectiol

Sau Craft Prima's Official Strategy Guid

SSU, OS

StarCraft Prima's Official Strategy Guid

SSU, OS

StarCraft Prima's Official Strategy Guid

out war has errupted between human evolonists and the Zerg and even the Protose have

shown an interest in the world. The Terran colonists also rebel under the leadership of a

command. With 3 full campaigns with 30 missions, and 102 new multiplayer maps.

Regulers as above.

SSU, OS

STARCRAFT BATTECHEST Includes Starcraft, Broad War, Starcraft Strategy

STARCRAFT BATTECHEST. STARCRAFT

SSO.00
STARCRAFT BATTLECHEST Includes Starcraft, Brixed War, Starcraft Strategy
Guide and Brixed War Strategy Guide, and free access to Blizzard's Battle.
BM - 399.00

SPACE BUNNIES MUST DIE!

Tipo outlandish, action packed Tonth Raider style game features the heroise Allison Hutter, a sassy trackony waiters and hadass roden-fiding queen bent on revenge Help Allison hast, soving, fly and dance her way through the labyrinditine ribbit warrens filled with hizare vivosceted creatures on the mission to ressue her sisten at the world. With every environment unique from the others, eye-popping 360° space cann, strange and effective weapoury, ride a big space bunny, unravel strange intectunology. IBM: Pen 166, 32mhRAM, 4spCD-ROM, Windows '95. IBM - SSI.

STARFLEET ACADEMY STARFLEET ACADEMY
I's here at les - now you can si in the captain's chair of the Enterprise and engage Klington D-7 harthecruisers! Now you too can be Kirk or Sulu, commanding the Enterprise Than the old TV series, the Enterprise from the movies, or the Excelsior, or the Reckliort, You go head-to-head with Klington Bird of Prey, D-7 and D-7A, a new Klington Ship that you have no states on, the Romulan Warbrid and Canula, ecl: There are a toal of 30 different ships in the game. Graphics are breathtaking, and include footage of the original Star Trek actors. Includes a cure 10 cardboard flight controller guide that tells you which keys on your keybward do which function. Includes introductory missions to teach you the game, Hybward do which function. Includes the state of the property of t

disk, CD-ROM.
Starfleet Academy: Chekov's Lost Missions Contains a collection of seven new missions designed to specifically challenge your skills, leadership and tactical training. Features 2 new net games, external views, untoring by Chekov and Sulu.
30.00

STARSIEGE
Dynamix.
The all-new Starsiege completely re-written for today's computers. This is a meeta combat simulator that will leave you breattless with its stuming graphics. The year is 2829. A time of great damper and destiny. For years, the Emperor Petressin has prepared Earth for the next Cybrid invasion. But militant rebels on the colonies of Mans and Venus disrupt that purpose. When the Emperor's armada moves to crush the Rebels, the Cybrid leader makes his move. You can play human or rebel campaigns, customize the 25 heres and tanks. 40 deadly weapons, customize the 76 million of the 18 mil

STAR TREK; Armada Due Nov.

The Borg have returned! You are in charge of either the Federation. Klingon, Romulai or Borg ships that will wage war in epic battle. Build starships, construct space stations research special weapons. Also a Klingon i vivil war. Romulain subterfuge and the Borg' search for perfection. This is a real-time 100 strategy game. You command up to 36 ships at one time. There are 26 action-packed missions. Cut-scenes include Patrick Stewart, Looks Cantaskie; 18th Requires: Por 11 CO. 3. 2ntib/AM, Jun SVGA.

50.00

STAR TREK CAPTAIN'S CHAIR

STAR TREK CAPTAIN'S CHAIR

So Using photorealistic QuickTime WE technology, Captain's Chair puts you on the bridge (and behind the panels) of your favorite Star Trek ship, including the spectacularly recreated original series Enterprise NCC-1701, the Enterprise NCC-1701.D. E. the Defiant and Voyager, IBM: Windows, Pentium 90, 16nthRAM, 2vpCD-ROM, SVGA, band dirk:

1804–1504.

STAR TREK DEEP SPACE 9 Entertainment Utility

This limited edition CD-ROM contains screen savers, audio clips, video clips, jigsaw puzzles and wallpaper. Use Inage Canousel to create a customized screen saver with full motion video clips. You actually get to assemble the jigsaw puzzles yourself, 75 audio clips. BM: Windows, 366/3, 8mhRAM, 2CCD.

1BM - \$33.00

STAR TREK FEDERATION COMPILATION Interplay A compilation of three classic games. Star Trek 25th Anniversary, Star Fleet Academy, Star Trek Judgement Rites. IBM Requires: Pen 90, IGnibRAM, AspCD-ROM, hard libst 4-580.00

STAR TREK ENCYCLOPEDIA STAR TREK ENCYCLOPEDIA

The interactive reference to the entire Star Trek history thus far, is available on this for CD-ROM set. Has more than 3.000 photos, more than 400 vides clips. Covers the events, races, planets and stars, weapons and tools, medical equipment and main and supporting characters from the original Star Trek Seilar, Next Centention, Deep Space Nite. Star Trek Vivyager, and first seven films. IBM Requires: Win 93, Pen 90, IBM - \$80.00 Mac - \$80.00

STAR TREK GENERATIONS

Now you can relive the action of the nuvie as a computer game. Become your favorite Star Trek characters in 12 intense and deadly "away team action missions in a first-person perspective. Pilot the USS Enterprise and combat Klingon and Romulan warships, Features footage unique to this game. IBM Requires: Pen 90, 16mbRAM, Windows 93, 4spCD-ROM, JindsYGA.

1BM - 320.00

STAR TREK GIFT SET STAR TREM GHPT SET

Contains from Star Trek previously released games/features. The Star Trek Omitipedia with thousands of text, diagrams, photos and video entries; The Star Trek Next Gen Interactive Technical Manual where you can have an official inspection tour of the Enterprise; and Star Trek Next Gen Interactive Technical Manual where you can have an official inspection tour of the Enterprise; and Star Trek Klington Language Lab with 24 minutes of power Klington, taught by Michael Dorn, of course, IBM Requires: 486/60, 8nthrAtM, 2xpCD-ROM, 8XCA, hand day.

STAR TREK: NEXT GENERATION A Final Unity DIAR IKEN: NEA1 GENERALIUN A FIIIal Unity With all the crew of the Enterprise, with digitized graphics and voices of the real cast. The crew is all here. You hear Riker report that a ship is speeding through the forbidden Neutral Zone. Data amounces it is a Garidian vesel. Trui explains the Garidians may be on friendly terms with the Rumulans. Captain Pleard orders an intercept, and suddenly, you are there two. With an epic original unleractive mystery that takes you from the outposts of the Federation through treacherous shields-up confrontations, and beyond into the uncharted dangers of a measive rebula. You are in command of the Enterprise and its crew? Stunning graphics and sound. 18th Requires. 486+. C.D.Roll, 8mmRMs, 8VGA, hard disk.

The courpelensive, write activated electronic database to the Star Trek universe. Utilizes photoes, video, graphics text and audit to bring to life thousands of indexed entries, cross-referenced from the three IV series and six classic feature films. Includes clarts, maps, starship diagrams, 3D realistic renderings, etc., Includes a free Star Trek Comitpelia hat, and a Star Trek Epitics Collection on Audit. BMR neguires: 486 or SVGA, Microphone (to use voice activation option), 2spCD-ROM, ShunRAM. \$19.00

STAR TREK: Starfleet Command



STAR TREK STARSHIP CREATOR SOCIAL TIMEN OF ANSITH CAREATOR.

SOCIAL Build your own Federation starting by mixing and matching parts to create your own unique Starfleet vessel. Print it and name it. Then equip your ship with Star Trek technology and systems from living quarters to photon torpedous. Select a crew from 100 of your favorite Star Trek characters. You can even import your rown picture and bin and make yourself captain. As the ultimate text, send your slip out of missions. With growth planning and a good crew, your slip poly lossees this neither than the properties. PM Regulators: Per My. (IndiAAM, 2ptCD-ROM, 5VCA. IBM - \$90.00

STAR WARS Behind the Magic STAR WARS Behind the Magic
Includes a sneah preview of the new movie, Sur Wars Episode I; guides to the three
Star Wars movies, info on all the characters, galactic map and guide, reference material
on all the ships and vehicles, timelines, behind the scenes info, glossary, trivia
questions, over 2,000 images, 3D walkthrough the Millennium Falcon, etc. IBM
Requires: Pen 133, Windows '95, HonhPAM, 48yCD-ROM.

1BM - \$50.00

STAR WARS Collection

Lucas Arts
This is the Lucas Arts Arthives Vol.II, It includes six CDs containing four games and a special presentation: Dark Foruse, Rebel Assault, Rebel Assault II, Tie Fighter, and a special behind the scenes look at the re-done Star Wars Trilogy. IBM Requires: 480.60, 07.95, CD, BankFAM.

1884 - 5800.00

1884 - 5800.00

STAR WARS Collection II
LucasArts
Includes Tie Fighter, X-Wing, X-Wing Vs Tie Fighter, Jedi Knight, Dark Forces (only 3
levels), Voda Stories, Star Wars Behind the Magic, Jedi Knight Mysteries of the Stih.
IBM - 2000
STELLAR COMBAT 25 new missions for X-Wing vs Tie Fighter, 100 new
missions for Descent II. 70 new missions for X-Wing. Tie Fighter and
On special for - 1BM - \$4.00

STAR WARS Episode I The Phantom Menace Lucas Arts
A 3D adventure where you take the roll of Ohi-Wan Kensbi. Qui-Gon Jim. Queen
Amidala and Captain Panaka. Play dirough the events of the film, plus go to engaging
stie-queen time go beyond the story from the work of the film, plus go to engaging
stie-queen time go beyond the story from the work of the force
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STAR WARS Episode I RACER A pod-meer simulation. Relive all the excitement of podracing in the movie as you fly up to 950kmpf Race in turious competition against 21 opponeurs, visit 21 tracks on 8 worlds, avoid hazards, spectacular 3D environments, sound effects taken straight from the movie, multiplayer through LAN. IBM Requires: 4mis/Duccel, Worldows 93, Per-106, 52mhrAd. 4mpf. Pr.Rbd. 1814-345,300

STAR WARS REBELLION

Galactic cotonization and conquest on an epic scale, set in the Star Wars universe. Take control of either the Rehel Alliance or the Galactic Empire as you vie for the support of up to 200 worlds. The real-time conformance will set your strategies under the control of the starters comprehensive resource management of capital ship types such as Star Destroyers and freighters, as well as eight types of fighter, resources, fiere deployment and mission assignments. Also features an innovative 3D brattle simulation where you take complete courted of entire brattledees of space ships in dramatic bratte sequences, almost a separate game in itself. There are dozens of characters for both the Rebel

Alliance and Empire. Can be played two player. IBM Requires: 4spCD-ROM, SVGA, Pentium 100 (for2 player, Pen 90 for 1 player), hard disk, 16mhRAM. IBM - \$50.00

STAR WARS ROGUE SQUADRON 3D

Lucas Arts
After destroying the Deathstar, Luke and Wedge form the Rogue Squadron, a group of
12 of their best sartighter piles. You play the part of Luke, to engage in intense, bastpaced planetary ground-board are seen to the part of Luke, and the strong strength of the part of the strong strength of the part of Luke, and destroy,
reconsulsiance, bornhing runs, resident part of Luke, and destroy,
reconsulsiance, bornhing runs, reviewed produced to the strength of the streng

STAR WARS X-Wing Alliance

You start off as a pilot defending your family's business empire, then you join the Rebellion as a pilot of X-Wings, A-Wings, B-Wings, Y-Wings, until eventually, you fly the Millenhum Falcon during the Battle of Endor. Fifty story driven missions, fantastic graphics, great soundrack, for Endor Fifty Steven has a mission builder, where you can chanse your targets, enemy ships, and in what numbers you encounter where you can chanse you rargets, enemy ships, and in what numbers you encounter the Def Requires: Windows '93, Peri '99, I forth Red I (197)



THE X-FILES GAME

THE X-FILES GAME

An adventure game using live-action film, including David Duchovny and Gillian Anderson. You play the role of Craig Williamore, assisgmed to assist Special Agents Mulder and Scully in their latest investigation into paramonal activity, Follow a rail of Both and Scully in their latest investigation into paramonal activity, Follow a rail of Paramonal Control of the American Sculley and Sculley a

TOTAL ANNIHILATION

A Red Alert-style game. What began as a coullict over the transfer of consciousness from flesh to machines has escalated into a war which has decimated a million worlds. You fight 50 single player missions, countriling and fighting 150 different units, over a variety of worlds including staw, open water, lava, high mountains, and metal worlds. Features realistic 30 firing trajectories using true physics for camons, missiles, rockets and nukes; countrol the sea with a full complement of advanced rawal units; rue 31 herrarin that can be climbed over, around, and use to advantage; and great explosions! BM Requires: Win '93, Pentium 100, supCD-ROM, SVGA, IonishMM. BM - 330.00 Total Annihilation: Core Contingency 25 all new missions, 75 power ful new units - so now you can protect your bases by building them underwater and surprising opponeness with sea-based amplibilious annies; the giant Krogoth Khot, map & mission editor, etc. \$30.00

nap & nission coltor, etc.

530.00

Total Annihilation: Battle Tactics Features 100 smaller, quicker battles to saisty that nagging Total Annihilation fix. New maps provide fresh opportunity for ambush, Multiple pauls to vicing the pauls of the saist o

TRIBES (StarNiege)

Dynamix

The ultimate in first person squad warfare. Unprecedented internet play. All you need is
internet access. Everything else is click & go. Innovative missions include deathmatch,
capture the flag, last trithe standing, defend & destroy, towers. Heaps of weapons
including targeting lasers to paint certain targets for your squadmates in shoot at. Top
down commander's screen lets you set wappoints, ed. Coulon's to Quake Heaple 30
views. Pre-set keyboard activated messages, armor jets, different types of amor and
jets, and act customize your tribe, great looking lankscapes, and heaps of single
player missions act customize your tribe, great looking lankscapes, and heaps of single
player missions as well as multiplayer. 18th Requires: Pen 166 with 3DGA or Pen 200,
Win, 32mbRAM.

18th - 500.00

TUROK 2 Seeds of Evil Acclaim

A Quade Ilsrayle game. With 35 different hyper-realistic enemies with houncing hellies, hinking eyes, stretching tentacles and snapping laws. From prehistoric raptors to revenue seei fleesies. Over 24 weapons including an artillery-mounted irrecratory mide. Incline presented with the realists of the realists which attack in groups and know when to take cover. With help general tests and 26 multi-hayer levels for use with network or internet. Over 8 square miles of terrain. BM Requires: 3Dyraphics accelerator, 3Dfs. Voudno, Per 200, 32mbAM, Windows 35.

UFO Enemy Unknown
Classic reprint. You are in control of X-COM, the world's secret organisation formed to fight the ever increasing alien menace. Shoot down UFOs, investigate c crash sites, analyse alien items, build new superweapous, save the Earth!. IBM Requires: 386, 2p/CD-ROM, 4mbRAM, sound curd.

IBM - \$16.00

UNREAL

OTI

Von've been arrested and sentenced to life imprisonment on a penal colony. But the prison slip has crash landed on an unknown planet. Look around, crystal clear water shimmers, sladowe slift, alien architecture lades in the floatest, sleedow, strengthen architecture lades in the floatest, sleedow, and a subject of the floatest, sleedow. But the planet is the floatest, sleedow. But the planet is the floatest, sleedow. But the planet is the most advanced 3D engine ever created. Spectacular colored lightning and hyper realistic environmental effects in software and hardware. Ruthless artificial intelligente, cuming mosters of their donain - they will track you down anywhere, communicate with each other, call in reinforcements if necessary and relentlessly pursue you. Portals, distinctive skins, etc. Also features the Level Editor with which they made the game. IBM Repatres: Pentain 166, IndinRAM, 490CD-with which they have the game. IBM Repatres: Pentain 166, IndinRAM, 490CD Unreal Mission Pack I Return to Na Pali Brand new and nobus Unreal surry with uncessens, transfuses, and I's single player & 7 multiplayer missions. New weapons, enhancements, and improvements.

UPRISING 2 Lead and Destroy

After a century of bloody galactic battle, a horde of intelligent bloodintrya aliens, known as the Kri Stra, threaten to externinate all human life. New Alliance Command is counting on you to destroy this alien metace. Lead your combined new command is counting on you to destroy this alien metace. Lead your combined new second generation Wraith battle cauk. Fight your way through 28 brutal missions. Features Quake II-style graphics. Fight on the ground, in the air, and in space. Can play via modeln or serial cable, or 8 players via the Internet. IBM rearries: Winthow? Peri 166, 32mbRAM, 4spCD-ROM, 2mbSVGA, 3Dfx recommended.

IBMI - \$70.00

WARGAMES

EA
Revolutionary 3D graphics with 3DFX cluip set support. From New York to the Alpine
Slopes, blast your way through real global environments. Real 3D weather effects make
spontaneous roop movements and flexible battle plane, critical. Exploit environmental
advantages, use the terrain to hide and launch surprise attacks. Square off against
advanted AI, command futuristic NORAD or WOPR units from tanks, destroyers.
bouthers, dreadoughts to baser tanks and meets. Supports multiplayer. IBM Requires:
Pentium 133, IoniNAM, 4spCD-ROM, SVGA, hard disk, Win '95.
Playstation - \$90.00

Wargames Exclusive Strategy Guide

WARHAMMER 40,000 CHAOS GATE

Command a squad of up to 20 Ultransarine Space Marines and pursue the evil Claus harde through the Warhammer 40,000 universe. This is a squad-level, turn based harde through the pits you against Claus Lund Zyuran, in an attempt to unravel the eached game that pits your against Claus Lund Zyuran, the campaing agane with 15 sections of the campain game with 15 sections of the pit of the p

Editor. Command vehicles such as the Predator, Rhino, Land Speeder and Dreadmought. Marvel at the glorious 3D rendered weapon effects, including missile bauxhers, pleama gauss, heavy flauners, lassamans, vortex grenades, and psyker combat. Supparts multiplayer. IBM requires: Pen 166, 32nnbRAM, Win 95, 8pc/D-ROM, 2mis/VCA. IBM - \$\$0.00

WARHAMMER 40,000 Rites of War



X-COM APOCALYPSE
The ultimate strategy combat game. A substantial upgrade from the previous two X-Couns. You command the elite X-COM troops as they strive to investigate and repel an alien invasion of Earth. By hiring scientists and empigencers, you can research and inumunfacture new weapons, vehicles and amout. You must discover the source of the alien invasion, penetrate the alien homeworth and destroy their control centre. IBM elegators: Pentium 73+, IouhRMA, SVGA, CD-ROM, hard disk.

X-WING COLLECTOR'S CD-ROM The original X-Wing Star Wars flight simulator conting game, but this special CD-ROM version also includes as its above the star wars and and worked the properties and and voices have been upgraded, and both additional tour of duty campaigns added, Imperial Pursuit and B-Wing. However, if this game is anything like its first release, dun't bother playing it unless you can get access to a game editor that? commonly available on the Net. Without the editor, same missions you cannot get past unless you have an [0 of 200 with the reflexes of a seven year old. IBM Requires. 386043, 2m84M. CD-ROM, hand disk, VCA.

X-WING COLLECTOR SERIES Contains X-Wing (with 120 missions). The Fighter (with 100 missions) and X-Wing was The Fighter with 14 missions. BBM Requiress: Win 95, Pen 100, 16mihRAM, 2spCD-ROM, joysnick, SVGA, hard disk.

18M - \$650.

X-WING vs. TIE FIGHTER

Due of the gaming advents of the year. At last you can go head to head against other human players lying X-Wings and Tie Fighters. You can play against the computer or an individual of the player of the X-WING vs. TIE FIGHTER

Comes with 2 CDs for multi-play. IBM requires: win 5.5, Tourneston, 2.5, S60.00
BALANCE OF POWER The one criticism of X-Wing Vs TIE Fighter was that there was no campaign, just unrelated scenarios. This expansion CD is an all new story-driven campaign, one for the Imperials and one Refel. There are 30 missions in which up no 8 players can play to-operatively. Seek out and destroy a Refel shipward, ravage a Super San Destroyer. Locks great:

\$40.00
Seek Destroyer. Locks great:

1. 70 new missions for X-Wing Y Tie Fighter, 100 new missions for Descent 11, 70 new missions for Seeking for 1BM - \$4.00.

On special for - 1BM - \$4.00.

Fantasy

AGE OF WONDERS

Prepare to return to a fine when elves, dwarves and orcs inhabited the Earth, a time from the analysis of darkness. Prepare for an additionary hattled for survival against the mighty armies of darkness. Prepare for an additionary and the secrets of the shattered dark elven empire. Another secrets are negled power, and the secrets of the shattered dark elven empire. Another secrets with a fundis seal. Over 50 herors. So magical tiems, 100 spells. IBM Requires: Win'95, Pentum 166, 32mbRAM,SVGA, hard disk. AGE OF WONDERS

ANCIENT CONQUEST The Golden Fleece

ANCIENT CONQUEST THE Golden Fleece SLS
A real-time strategy adventure game set in the days of Hercules. You must find and
bring back the Golden Fleece. With 14 missions in the campain, 40 custom missions,
bail a rawy of tritemes, earn money from ratural resources, fight against mythical
Greek monsters and other monsters, fight Persians and Parbarians, attract ancient heroes
to your cause, full temples and develop 12 magic technologies, great naval hardles, 3
diffuely levels, securior editor, IBM Requires: Windows '95, Pen 133, Hondrich,
BB1 - \$50.00

BB1 - \$50.00

ANCIENT EVIL

A fantasy adventure a bit like Didulo. The Crypt of the Auxieuts has caused the denise of anyone who has ever entered it. Except for Alaric, And naw Alaric offers 50,000 gold coins to anyone who can enter and survive and servine. But something is very wrong. A gloss appears and warris everyone that unless Alaric is surpept, dawn will befull the whole world. With 65,000 cultor high-res graphics. 35 different mousers, 30 spells, characters can read books they find, sleep in beds they find, etc. IBM Regulers. Pen 120, Win '95, 10mbRAM, 4spCD.

1804–580,00

From the epic roleplaying world of Daggerfall and Arena, springs forth a sinister tale of mortal conflict and triumph. The celestial citadel known as Battlespire has been ravaged

by a black hearted Daedra Lord. If this evil Lord and his minions can so easily breeds aside an entire defending garrison, what chance do you have alone? Cass on-build your own character, chat with, comprise and then berray your entenues. Battle fiends so cunning they smell your blood, hear your footsteps, track you like prey. Explore exquisitely detailed 3D interiors and exteriors. From ominous dungeaxs to towering caseles. Supports multiplayer play. IBM Requires: Pentium 133, SVGA. 4spCD-8OM and disk, [OndPRAM.

BLACKSTONE CHRONICLES
It's time to immerse yourself in the chilling world of John Saul's Blacksone
Chronicles. This is an adventures in terror where natured spirits of the past offer you
the only hope of saving your missing family and your sanity. Utilizes 24-bit color in
stunning settings and backdrops. The immitter point and click interface provides easy
accessibility to compelling gameplay. IBM Requires: Pen 166,
8yrCD-ROM,
25mRAM, 24-bit 2ml/sVCA.
IBM - 550,00

Blizzard Game of the Year Collection Contains three of Blizzard's most popular games, Diablo, StarCraft and WarCraft 1. IBM Requires: Pen 90, 16mbRAM, 4spCD, SVGA, Windows '95. IBM - \$99.00

CAMPAIGN CARTOGRAPHER 2

CAMPAIGN CARTOGRAPHER 2
Cowabungal Just what I've always wanted - a computer based package for drawing angs, including all of these quirky little symbols that make RPG maps so visually exciting (like trees, montanis, towns, roads, rivers, battlemaps, ouselines, etc). Conese with a large, tinck 240 page manual. Tutoriats run you drough the basics of drawing your map and placing various items. It was having so much fun placing little ships that a catally laughed out found are stage! First you decide the scale of the map, then a catally laughed out found are stage! First you decide the scale of the map, then a catally laughed out found are stage! First you decide the scale of the map, then for the scale of the map, then the scale of the map, then the scale of the map of the scale of the map, then the scale of the sc

DIABLO

Diables every popular game. You embark on a quest to destroy the lord of all evil. Diables. Feel the terror of a world held in the grasp of the lord of all evil. Over 200 different monsters inlabit in the surface of the lord of all evil. Over 200 different monsters inlabit in the surface of the lord of all evil. Over 200 different monsters inlabit in the surface of the lord of the lord of the lord varior, sorcerer, or nouse, each with unique gradual variation and the lord of the lord o

SZudRAM, 4m/DirectsDaxcel. 4spCD-ROM.

Bullfrog

Bullfrog

Bullfrog

Busher your dark side as you build your own underground kingdom. but bewere, you

are not alone. Populate your dungeous with hordes of devilish creatures, but you'll also

need to ally yournest fourth the most perfect who will be your most potent weapon.

if you can control him. Build rooms filled with fiendish traps: leed, train and entertain

your creatures, take count of your creates from the first person; looks great with or

your creatures, take count of your creates from the first person; looks great with or

2uhSVGA, 4spCD-ROM.

1801 - \$50.00

EVERQUEST

Age

Are unding finansy roleplaying game, similar in concept to Ultima Online. Adventure
unline in a world date can be populated by more than 1000 other players. Journey across
continents filled with periloss dangeous, ereif erypts and inysterious underwater
landscapes. Cliosze from 12 unique races and 14 district classes, Supports Microsoft
Direct 3D and 3D fis Gilde in resolutions up to 1024x768. Thusansh of tienus to earn
and collect, both magical and mundame. Explore five enomous continents, as well as
other planes. Block Requirers: Peril to 5. JulioRehi, Dpt. Modern, Word. 1BM 1–390.00

The FRACTAL MAPPER v3.0

Finally, a powerful mapping program at a reasonable price! Lets gamers create any type of map desired, fromt dangeous, continents, cities, and more. Even allows you to edit temperature and precipitation to create glaciers and deserts. Creates 3d Terrain, has 2d frieach lassed darwing tooks, etc., IRM Reguters. Pen. [IntimRMA, VGA. IRM1-5 3c].

GABRIEL KNIGHT MYSTERIES Sierra GABRIEL KNIGHT 1917 STEKHES

Contains the supernatural mystery games Gabriel Knight I Sins of the Fathers, Gabriel Knight II The Beast Within, and a preview for Gabriel Knight III. IBM Requires. 486/66, 8nhRAM, 2spCD, SVGA. HEROES OF MIGHT & MAGIC II

NewWorld

Lord Irrutifs is clead and the Kingdom is plunged into a vicious civil war by his feating
sous. At stake is the ultimate prize: control of the land and succession to the royal

throne. Will you support the villainuss usurper and lead the armies of evil, or he loyal

to the rightons prince and deliver the people from tyrany. Features an unsually

interactive campaign storyline. With 40 campaign secretars (towardy each for good and

evil), tous of new skills, spells and artifacts, 65 hernes, 66 mouster types; expanded

interactive battlefields with enlarged combat maps, IBM Requires: 486/66

HEROES OF MIGHT & MAGIC III

NewWorld

When Enduin's King is murdered by traitors, he is resurrected as an undead warford

who leads a ruthless invasion of his former Kingdom, Little resistance is met until his

staughter Callerine, Queen of Euroth, returns to her homeland communiting an army of

elite Eurothian warriors. Not only mass she defeat her father's amp, so,

hubdings,

the control of the control o

HEXEN II

The much avaited sequel is here at last, this time built upon Quake's engine. The Four Horsenne of the Apocalypse lurk in the shadows before you. They are the not of hat is evil. They are the least of your worries. The last known seprent rider, Edudou, lives. As the Necronaucer, Assassin, Crusader or Paladin, you must defeat the dark eigenraft and their hell-spawned legions before you can face the Archifeind and attempt to end his rovenus onstaught. With 32 new weapons, as you gain experience you gain more hit points and extra abilities for your character class, flight four stunning worlds. Medleval, Egyptian, Messamerican, and Roman. Sinesh stained glass windows, collages structural beams, pulveries trees. IBM requires: Win 95, Pentium 90, SVGA, Honflord, Journal disk.

BMA - 300.00

HEXEN II MISSION PACK You can play a demoness armed with new weapons, new spells and powers. Revisit the medieval world of Blackmarsh, and continue the experience in the new Tribeat Inhib. Explore 15 ever more challenging levels, including icy terrain, and crawling with demonic new extenties.

340.00

KING'S QUEST COLLECTION II

Sierra
With ten gamies, including - King's Quest 1, King's Quest 2, King's Quest 3, King's
Quest 4, King's Quest 5, King's Quest 7, King's Quest 2, King's Quest 3, King's
Quest 4, King's Quest 5, King's Quest 6, King's Quest 7, King's Quest 7, King's
Quest 4, King's Quest 5, King's Quest 6, King's Quest 7, King's Quest 7

KING'S QUEST 8 Mask of Eternity

Sierra
Enter this deep and compelling tale of an eternal champion's struggle to restore the
Mask of Eternity and save the kingdom of Daventry, Features a revolutionary 3D
action engine which gives you complete freedom of novement. Experience all seven
worlds through either a first or third person point of view, Intricate mental challenges
require you to use your mind as well as your might. With real-time combat as you helf
your broadsword and fire your longhow. Discover mythical creatures who can guide
you in your quest, unlock the secrets of the dimension of death, cleanse poisnmax
waters, and confirm of which the control of the control of

LANIAS OF LOKE III

WestWood
A Hearn II/Quake II-style 3D fanasy adventure. Anned with only your sword and
spellbook, you must break free of your past to forever close dimensional rifs born from
ancient magic. But you wan have help – four gulks, the mysic Dawn, a magical
familiar companion, With over 60 weapons, 100 magical items, an in-game journal that
builds listed, Struming 2D effects, interact with intriguing characters as you move
through six worlds. ranging from frozen wastelands to underworld layrinds. IBM
equiters: Windows '25, Fen 16, 2-ZinhAM, 49CD-476M, IndXVA. IBM - 390.00

LORDS OF MAGIC SPECIAL ED
Includes the full game of Lords of Magic plus the Legends of Urak Quest Pack, which has a new editor, 8 new buildings, 71 new noisters, 5 new adventures. Sequel to Lords of the Realin II - except its fantasy this time! A world inhabited by Elves, Dwarves, Gonuse, Fareise, Giants, Dragous, and other creatures. The evil lord Balkoth has discovered an ancient artifact that has given him great power. He has formed a pact with the Barbarians and is rampaging all the lanks. Being one of the leaders of the Free Peoples, you have to stop him. A strategy game with real time combat and rum based resource management. You develop and train wixards, warriors, thieves, and many other affices. You can even play as Balkoth, Wift 80 different animated creature/Faces from skeletous to dragous. 160 spells, multiple padits to victory, etc. IBM Requires Pentium 100, Windows 95, 16mbRAM, hard disk, 4spCD-ROM, SVGA.

\$0.00 LORDS OF MAGIC SPECIAL ED

MAGIC & MAYHEM

From the developers of XCOM, this real-time strategy game goes beyond human limits, soyu are ouninpoten, and nature is your ultimate weapon. You have the power to send a plague upon the enemy, to bring the dead back to life, to make volcances ergot, Lead your army of mythological beasts, Buildings and forests can brum, creatures and lide in ambash. Conquer 36 realms including cellic, Greek and medieval, But nate that we enemy will adapt, as 10 to two campaigns will ever be the same. Great graphics, BM Reguires: Pen 133, 32mhRAM, 4spcD-ROM, Windows '95, 2mhSV6A, 1BM1-330,00

MAGIC THE GATHERING Ltd Ed Pack Microprose
Contains two games, Magic the Gathering and Spells of the Ancient, as well as
Manalink, multiplayer Magic and 85 new cards to use in the game.

\$75.00

The Ultimate MIGHT & MAGIC ARCHIVES NWC Includes Might & Magic I, II, III, IV, V plus Swords of Xeen and World of Xeen, IBM Requires: 486/33, Windows '95, 8mbRAM, SVGA.

MIGHT & MAGIC VI The Mandate of Heaven

NWC
The Iroufist Dynasty is tottering on the britak of rain. You will lead a band of
adventurers on a dangerous journey of anazing depth and intelligence. Master your
destiny in a tuni-linear storyline where your choices and actions determine the game's
outcome. Explore the intractics of hundreds of subjours, spin-offs, and mini-quests,
outcome. Explore the intractics of landneds of subjours, spin-offs, and mini-quests,
outcome. Explore the intractics of landneds of subjours, spin-offs, and mini-quests,
Sept. 00, Win '95', GroupHAM, 4ypCD, SVGA, hand dish.
Might & Magic VI Limited Edition This edition includes M&M VI, as described
above, plus all five previous Might & Magic game.
Subjourners of the subject of the subject

MIGHT & MAGIC VII For Blood & Honor

Experience a groundbreaking 3D engine. A vivid and dynamic world that supports the full range of feading 1D accelerator technology. Choose your character from a number of fantasy race, Journey through contested lands where you can avoid or engage in battles against duzers of fantasy races. With a compelling storyline. The first 30 orders we receive for this game will receive a free pen. The first 16 orders will also receive the Limited Edition with free poster. IBM Requires: Pen 133, 32mR/M, Davced, 4ppCDROM, Munlows 95, 8VGA.

18N4 - 390.00

Ages of Myst Includes the complete games of Myst and Riven, plus unique commemorative items including a journal to write notes in, and The Making of Riven. IBM Requires: Win '95, Pentium 100, 4spCD-ROM, SVGA, hard disk. \$80.00

MYTH II Soulblighter

A stratepy game set in a 3D world of dangerous alliances and ancient evil, where all beings trenuble before the wrath of Soulblighter, cruelest and most cuming of the evil Fallen Lurds. Destroy bridges and storn enemy fortifications; sieze a drawbridge before the guards can raise it. Featuring real-world physics. Lunda narrows in deadly arso over obstacles, set off earth-rippling 3D explosions that send heads rolling. Use downern mortants to blast through enemy souls and fortifications. IBM Requires: Windows '95, Pen 133, 32mbRAM, 16-bitSVGA, 4spcD-ROM, also cuters in 3Drit cents.

POPULOUS The Beginning EVOPULOUS The Beginning Experience the only action-strategy game that puts the awesame powers of nature in your hands. Enforce you omnipotent influence over fauntacis 2D works. Wield your drivine power to conviert wild men to your cause or cast them down in a hail of fire and brinstone. Behold the breathtaking landscapes from your sea in the heavens or axom in close for specicular views of the causelysm. Build your forces, annufilate the non-believers and become rules of the causelysm. Build your forces, annufilate the non-believers and become rules of the causelysm. Build your forces, annufilate the non-believers and become rules of the frequires. Works, Build Vower forces are the control of the control of the causelysm. Build your forces and become rules. Buff experience Worlds. With 12 heard new single player and 12 new nutries player levels. It is time for a new shaman to command the tribe against the greatest durent of all, Requires as above.

1BM - \$30.00

PT'INCE OI PETSIA 3D

A mysical place where a once humble servant has transformed himself into a 12ⁿ
century Persian prince. And now the prince must rescue his bride and average the dead
of the Salam. Combines the fast paced combat of a fighting game with the depth and
challenge of a timeless adventure. Stuming animatou and 3D technology, 12
challenging levels in 7 Persian environments, 30 types of enemies, hundreds of traps.

IBM Requires: 3Daccel, Pen 233 with MMX, 64mbRAM, CD-ROM. IBM - \$90.00



QUEST FOR GLORY Collection

Make the journey of a lifetime as a warrior, mage or thief. Each adventure is its own unique quest, finish one and take your claracter into the next with powers and weapons inteat. Includes four complete games, Quest For Glory I, Quest For Glory III, Quest For Glory V and Sa622+8, substAMM, ZayCD-ROM, VGA.

1BM 1-380.00

QUEST FOR GLORY V Dragon Fire

Combines the best elements of rodeplaying with real-time action. Set in the anazing 3D activation of the property of the proper

REDGUARD Elder Scrolls Adventures
You play Cyrus, a Redguard mercenary who returns to the province of Stors in search
of his lost saster. You'll encounter pirates and all sorts of colorful people and creatures.
Your adventures have you escaping from death, traps, jumping across classics,
discovering Dwarven nuirs, and one of sword fighting. The advanced causes of
the office of the property of the story of

REDJACK: Revenge of the Brethren
A legendary pirates & buxqueers 3D adventure. The legendary pirate Redlack was anthesed and his treasure disappared. Redlack died wowing revenge. 17 years later a young nata searches for this lost bounty in a quest to uncover his own past. He gress to the high seas to unraved the injestry. With pirates, pirate ships, Januaica crawls with renegate pirates and Voxdon magic, solve tallenging puzzles wowen into the storyline, 2D interactive Cataracters, 8xi stunning locales, non-stop action. IBM Reinrick. Windows '95, Pen 133, 10mbRAM, 4spCD-ROM, SVGA.

REQUIEM: Avenging Angel

A Quake II-style game with a difference, you are Malachi, a chosen angel, sent to

Earth to save Creation from the worth of the Fallen. The 3D engine generates state-ofthe-art graphics without needing a 3D card. Fight demons and hell's minious using rare
angelic powers, such as bloodfooli, lighning, flight, holy light, runt to salt; as well as
an arsmal of guns. Looks great. IBM Requires: Pen 166, 32mbRAM, 2mtsVCA,
Windows 59, 4pcD-ROM.

RETURN TO KRONDOR

Sei in the world created by Raymond E Feist, this fantasy RPG envelopes you in a world of strange creatures, desparate characters and the magic arts. The Tear of the Gods, a holy artifact possessing unimaginable power, is in peril. Your party must race against Bear, and we'll madman, and his followers to raise the sunkers ship that holds the artifact, and return it to its rightful place in the Temple of the Gods. With over 200 beautifully rendered locations, unra-based combant, 180 3D characters, 00 spells, 30 varieties of locks, traps and puzzles, deven chapters of intrinue and adventure. 18th Acquires: Windows 50, Pen 160, 2-Instruct, 1957G, 4:49C-BOM. 1814 - 340.80

PRIVAL REALMS

A real-time strategy game set in a world where noble knights, enchanted vizards, tearless mercunites and cuming thieves man the battle ravaged wilderness in search of wealth and adventure. For centuries the humans, elves and greenskins have battled each other, Lead one of these three races in an epic war of conquest. With three different campaigns for the three races, totalling 60 levels. Heaps of magic spiles, units gain experience, level-campaign editor, myhical basas include griffing, spilents, skeletous. IBM Requires: Pen 90, JonbRAM, SVGA, 2spCD-ROM, hard disk. IBM - \$60.00

SAGA Rage of the Vikings

A Red Alerr-style game. Discover the fearance universe of the Vikings, their majestic legends and mysterious beliefs. With sevent different races, vikings, giants, dwarves, rolls ext: each race has its unique structures to build, control your clan through scenarios and campaigns, 4 schools of langic, 3 levels of zoon give your improved control of your brees. Ibbl Require: Pen 16o, 2ndsVGA, 32ndFAM. 1Bbl > 375.00

SILVER
A dird person 3D adventure. Fight as David, a hero on the right side of vengeance caught up in the epic conflict of light versus dark and steel versus silver. Over two hundred locations, fifty interactive characters and six player characters. With spectacular effects, magic, special moves, metamorphosis, demons, dragous, imps. Unique and simple mouse control system - the mouse becomes your sword ann! Realting gameplay with magic, combat, speech and action. IBM Requires: Pen 16a.

3.2mhRAM, SpiCD-ROM, JunVESA SVCA.

SOUL REAVER Legacy of Kain

SWORDS & SURCERY
After or third person 3D adventure, which unfolds a deep, epic storyline pitting your motley party of six rebels against the High Priest of Death. 10 different clans. 15 roles. A stributes, 27 skills, and over 50 pells. Action can be real-time or turnbased. You can play from the viewpoint of any member of your party. IBM Requires: Pen 164, 25th/IBAM. Milnow '92, 2misVGA, dspcD-ROM. Due Nov.

390.00

THE ULTIMATE RPG ARCHIVES

Interplay
Twelve award winning computer Roleplaying Games in one box, including Bards Tale
1, II, III and Construction Set: Might and Magic Clouds of Xeen and Might and Magic
Darkside of Xeen: Sonekeep, Ultimate Underworld 1 and III: Dragon Wars; Wasteland;
and Wizardry Gold. IBM Requires: 486/33, 8mbRAM, 2spCD-ROM.

THE ULTIMATE WIZARDRY ARCHIVES Interplay Contains Wizardry I, II, III, IV, V, VI, VII and Gold. IBM Requires: 486/33, 8mbRAM, ImbSVGA, 2spCD-ROM.

TOMB RAIDER II Golden Mask

The complete game of Tomb Raider II plus four extra levels. But features enhanced engine, dynamic lighting, exterior settings, new moves, weapons, etc. IBM Reguters. Per 90, TombARM, 4pcD-R090.

TOMB RAIDER III TOMB KAIDEK III
In a search to find four mysterious artefacts fashioned from the heart of an ancient meteorite, Lara journeys through 5 challenging adventures from the jungles of India to the izy wastes of Antarctica, across the nothorys of Lusdon and into the depths of Nevada's insysterious Area 51. With new graphic enhancements such as rippting water, select the order in which you undertake the adventures and close the path you take select the order in which you undertake the adventures and close the path you take of the path of the path

TOTAL ANNIHILATION: Kingdoms TOTAL ANNIHILATION: Kingdoms
Total Aunihilation goes fattassy! This is an epic campaign to conquer the land of Darien. Play as the insourch of one of four unique civilization, each with its town combat strategies. Command vast amise of skeletal archers, fragon riders, nighty wizards, ships of war, fattasy beasts. Campaign through 3D environments that include forcess, narashes, hills, swampss. Lay siege to castles and cities. IBM Requires: Windows '95, Pen 233, 32mhRAM, 4spCD-ROM, 16 hit SVGA. IBM - \$90.00

ULTIMA COLLECTION

A special selection of 10 Ultima games, being Ultima I, II, III, IV, V, VI, VII, VII Part 2, VIII, and Akalabeth. Also a sixteen page Ultima Atlas, and exclusive interviewed IBM Requires: 486/13, 4mbRAM, 4spCD-ROM.

ULTIMA ONLINE Second Age

Origin

Get online and immerse yourself in the adventure of a lifetime in this world with spells and mousters, quests and heroes. A living growing world where thousands of real people discover lantesty and adventure. The world is persistant, life goes on and events transpire whether the proposed people of the proposed of t

ULTIMA ASCENSION OFIgin Only you can restore virue to Britannia, where the Guardian has conjured eight columns of evil, which rise from the deepest dutgeous and drain all the land's magic. All new animated combat and spell systems, Over 50 fantastic creatures to play with that have individual Als. A walkthrough tutorial. Simple to use inventory system. Sunning 16-bit color 3D graphics. IBM Requires: Pen 166, 32mBrAM, 8ptC-9c0M, 16ht 3VcIA, Min 55. IBM-390.00

ULTIMATE POWER PACK 3

Contains three games, Dungson Keeper, KKND and Warlammer Dark Omen. IBM
Requires: Pen 120, 16mbRAM, Windows '95, 4spcD-ROM.

Various

IBM - \$50.00

VAMPIRE: the Masquerade -Redemption Mecca White Wolf's Vampire: The Masquerade becomes a 3D adventure. Begins in the 1100s, with your character their going into an 800-year long vampire libertration, and waking in our current day. Lead a party of up to four characters, combat has many options, especially giving different ways to kill other vampires. IBM Requires: Pen 11 200, 32mh/RAM. 8pt/DCP.ROM, 2miSNGVA, Windiows 95, Due Oct. IBM - 390.00

WARCRAFT Orcs Vs Humans
The original Warcraft, a fantasy wargame in the style of Red Alert. Fight two campaigns, one as humans, one as ores, in over 20 scenarios. Also hash as further 20 scenarios that can be edited. JBM Requires: 38070, VCA, CD, AmhAM.

320.00

WARCRAFT II Tides of Darkness

Return to the world of WarCraft, where the battle between the evil ours or noble humans rages on. With powerful new allies, terrifying owe creatures and ingentions new weapoury. the struggle for the domination of Agrardit continues, Supports 2-8 players weapoury to the struggle for the domination of Agrardit continues, Supports 2-8 players are supported to the support of the supports 2-8 players are supported to the support of the suppo

WARLORDS III DARKLORDS RISING

A pall of utspeakable evil, merciless slaughter and unbridled destruction has fallen across the realm of Etheria. Will you be able to stop their unboby juggermant? 4 new compaigns and 15 stand-slowe scenarios, plus the previous campaign and scenarios from the previous edition. Also features advanced Al. 9 new multiplayer games. 5 new hences (making a notal or 15), 31 new units (making a total or 16), 31 new units (making a total or 16), 31 new total entitles, voi to change dis bankle and eterca, all in real-time. 4 long and to the stand to the control of the standard of the control of the standard of the control of the standard of

XENA: Warrior Princess
A 3D animated adventure. Bacclus has spawned an army of fanged vixers, the Baccluse, and they are attacking and recruiting young village girls and killing everyone else. Xena, Gabrielle and Jover must find out why Bacclus has turned evil, and stop him before its too late. IBM Requires: Pen 166, 32mtrRAM, Windows 95, 8spcD-ROM, 2mtsVGA, 16bit Sound Card.

Advanced Dungeons & Dragons

AD&D BALDUR'S GATE

Baldur's Gate takes you back to the Forgotten Realms campaign setting using a Diabhosple game system. This is a huge game world with a multi-CD set filled with nearly
1,000 scrolling game scenes. In fully rendered in hush 16-bit SVGA graphics. Has a
gripping non-linear adventure that spans seven chapters, with dozens of subplots that
branch in and out of the main scenarin. Your desicons affect subsequent chapters and
the entire game world as a whole. The transparent interface can be modified to play in a
transparent interface and the state of the state of the state of the state of the state
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Balbur's Gate Official Strategy Guide 540.00

Balbur's Gate TE Tales of the Sword Coast Continue your adventures with the character you used in Balbur's Gate; join up with new friends or mer old enemies, actions in the original gatner will impact events in this expunsion, more powerful spells, talkature POCs, multiplayer support.

AD&D BIRTHRIGHT: The Gorgon's Alliance

SSI

Role playing in the AD&D Birthright. The Gorgon builds his power through bloodhert

cilling the kings of Annier and consuming their divinely-granted bloodfline. You not

command hences, wizards and mighty armies to stop him. With role playing, buttle
strategy and real time combate. Bright. 3D graphics bring the magical land of Annies

tife. 34 interactive characters and multiple variations make for amazing depth of play.

You encounter reassures, resources, allies, and focs, including the Spider King.

Gorgorn, Players can chaose to play a thoughtful, num-based game or a test paced, real
time game. Bhu Requires: 48606, CD/ROM, Mrn. 35, 800g/RAM. 1884 - 559,00

AD&D Forgotten Realms Archives

Contains all 12 previous Forgotten Realms games on 4 CDs, Includes Pool of Radiance, Curse of the Azure Bonds, Secret of the Silver Blades, Pools of Darkness, HillStar, Eye of the Beholder 1, 11, 111; Dungeon hack, Gateway & Treasures of Savage Frustier, Henzoherrauzan. Reprincer 386.

AD&D PLANESCAPE: Torment Due Nov.

SSI
Set in the city of Sigil, but you can also visit the other planes. You play a scarred, anniesias immortal in search of his identity. You must alsower the severe of your death and rebrint. Your own actions define your character's character, not a character generation screen. Explore Sigil, a vast city of magic and industry. Manage and adventuring party of the strangest allies. This is not a gaine which you have to play for 20 hours before you can cast spells. You are a power to be recknied with tas is most everybody else in Sigil! 18th Requires: Peri 16th, 32hnRRM, JANSVGA 18th 390.00

Miscellaneous

Ace Ventura: Pet Detective
An animated absenure. All the 200 is a buzz with the latest shocking crime of the serial
shawer, Ace Ventura, Pet Detective, needs your help to save the animals in this furious
hair raising tale. The poychine venture he superped before every animal in the 200 is
copped. IBM Requires: Pen 166, 32mbAAM, Windows '93, 8spCD-ROM, 2mbSVGA,
16bit Sound Card.

IBM - 330.00

IBM - 330.00

ADVENTURE 3 Out of This World Games
Contains three complete games: Space Quest 6 Roger Wiku, where Ruger Wilson fights
grinne and hattles evil adversaries: Lighthoause, where you pass through a shimmering
portal into a world teening with invention, discovery, and crit in Apr Potice Quest;
Open Season; where sameoue is on a killing spree and it's up to my on a softe these
sentingly rankon murders. IBM Requires: Win 3.1+. 486/65, 12mBRAM, 2xyCDROM, hard disk.

AFI, 190 EA Sports
The big game files even higher, Spectacular martes, huge kicks, and bone-cruncking
collisions, Play at the real grounds—the MCG, SCG, Fustball Park etc, full player
noster with over 647 player portraits and southern high performance new 3D engine
featuring real time lighting, team nansagement of the control of the c

AUSTIN POWERS Operation Trivia

AUSTIN POWERS Operation Trivia

Ne Stagadelic Pop-Culture party game. Team up with Austin Powers or Dr Evil. Teas
guestion-vollege of pop culture trivia from the '60s through the '90s, includes
guestion-vollege of pop culture trivia from the '60s through the '90s, includes
guestion-vollege of pop culture trivia from the '60s through the '90s, includes
guestion-vollege of the Austin Powers movies. Includes hundreds of gravoy questions
for hours of play. The Austin Powers movies. Includes Hundreds of gravoy questions
for Hours of Play. The Austin Powers of the Austin Powe

CLUEDO Murder at Blackwell Grange
The chasic boardgame now a computer game! Play detective and solve a dastardly crine in a brand new cluedo myster. Whodumit! Where? And with what? See the famous characters come to life dirough stunning animations. Features classic Cluedo famous characters come to life dirough stunning animations. Features classic Cluedo gameplay, chilling sound effects, beautifully rendered 3D characters from the brand gameplay, chilling sound effects, beautifully rendered 3D characters from the brand gameplay. Solve and multiplayer modes, playable over LAN, modem or internet, IBM Requires: Pen 133, Windows '95, IonibAAM, AspCD-ROM, ImbSVGA. IBM-550

The original carniageous gaine at a very now pince.

CARMAGEDDON II Carpocalypse Now

Features a multitude of manic drivers, a feast of formidable race circuits. Reckless driving gains points – amilitiate everything in your path. Waste trains, plates and though gains points. Cample, burn, bast, skid and jump with realism. 30 prellim methods. 10 manic mission levels and 10 stuming new environments, with even mare freezies. 10 manic mission levels and 10 stuming new environments, with even mare freezies. 32 man decuming such bonuses. 1BM Requires Windows '95, Pen 166, 16 miteChM, 2miSVGA, 4spCD.

Sierra's COMPLETE CHESS SIETTA'S COMPLETE CHESS

A great ches game that teaches you ches step by step. It also has Power Chess where you compete against the King. If he is winning, he gets cocky. If he is hesing, he panics and takes range chances. He remembers your accites and never falls for the same thing twice. And Extreme Chess analyzes your games, helping you to study and learn from your past games against the computer. IBM Requires: Pen, 16mbRAM, SVGA. \$40.00

COMPLETE SPACE & ASTRONOMY
CounterTop Includes five itiles: Journey to the Planets, over 800 images and illustrations, video et of exploration of our solar system; The Grand Caonov, a great screen awar. History of Machinerer, with 50 animations and 70,000 words of text, questions an answers and resource of the state of the state

CONSPIRACY
You play Capdain Maksim Rukov who has been mysteriously transferred in Department
P of the KGB in Moscow. You must investigate KGB corruption. IBM Regulation.
1804-316.00

26633.

CRICKET WORLD CUP
Play at the real world cup grounds, Full squad lists from all 12 World Cup nations.

Unlimited 3D TV-style perspectives. With ball physics, choice of action simulation regards real mode, over 600 motion captured moves, no hard edged polygons, support Six Series or One Day events, etc. IBM Reguliers: Windows 57 Peri 166, 22mlRAM, 4spCD-ROM, 4mlsSVGA.

FIFA '99

World soccer game, featuring the ability to play as or against 250 club teams from 12 leagues including USA. Spain, France. UK. etc.; create a custom 2-24 team Cup or League and put your team to the test; more interestivity, less waiting, precision passing, dribbiling, and shooting; new challenges, new graphics. IBM Requires: Windows '93, Pen 133, 10mbRAM, 4spCD-ROM, SVGA.

IBM - 575, 0

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Pen 133, JambRAM, 4spCD-ROM, SVGA.

FLIGHT HI Unlimited

LookingGlass
The risks and rewards of real flights. With realistic weather, downloafts, unbulence,
crowded air corridons; air traffic control; complete interactive reconstruction of open
real airports. Proprintiquality aircraft; Ily over disusands of miles of terrain
sming the entire western USA, create your own cities and airports. IBM Regulerer,
Windows '95, Pen 233, 32mtRAM, 4spCD-ROM.

IBM - \$75.00

GRAND THEFT AUTO + MISSION PACK

Contains the Grand Their Auto game plus Mission Pack #1, which adds Lord 1969, speed through an immerse living city remaining car game where you race at breakness, break fillers and the policy. Open ended mission structures, no initiations, Lordon 1969 adds 32 new missions and 30 new vehicles. BM Requires: 486/100.

GRAND PRIX LEGENDS
Revisit the circuits of 1967, nating's most glorious era, featuring chivalnous drivers and their proverful yet graceful cars. Each car responds with unrivaled accuracy and racing simulation. With 11 racing circuits, 5 classic cars. IBM Requires: Pen 166, Windows '95, 32nnRAM, 2xpCD, 2mbSVCA.

IBM - \$60.00

GRUNTZ
Grantz deliverz pobz of goxey fun with: off-the-wall humor - you can't keep a straight face as you interact with these comical creatures; variety with over 60 wacky total and toyz, totaz of mazez and trapz, and 45 united by the evile. A great lunchtime break, salve pour grantz, Even has a gruntz for the evile. A great hunchtime break, salve your gruntz into the opponent's fort before freely over. BMM Requires: Pen 131, 2mb/MM. BinSYCA, 4spc/D-ROM, Windows '95.

HOYLE BATTLING SHIPS & WAR
Features two games, Battling Ships, which is basically the classic Battleship game before the property of the evil of a shielded game board, calling out squares on the control of the second game is the classic card game War, also animated, BM Requires: Windows '95, 48666, 2spc/D.

HOYLE BOARD GAMES

Sierra

HOYLE BOARD GAMES

Play five great Vegas-style games against the computer and a host of zany, animated characters from Larry's past lives. Games included are Blackjack, Routette, Craps, Poker, Slots, and 3 bonus games. IBM Requires: Pen 90, 16mhRAM. IBM - \$20.00

LucasArts Collectors Series Classic Adventures
Includes two classics. Day of the Tenacle. Sam & Max Hit the Road. IBM Requires:
486/DX2, VGA, 2vpCD-ROM, 4mbRAM.

IBM - \$27.00

VAITOUS Includes I O complete games on 11 CD-ROMs. Master of Orion II, Sincity 2000, Screamer 2, Mechwartror 2, Jack Nicklaus 4, Broken Sword, Jagged Alliance Deadly Games, iM1A2 Abrans, Auta 2000 Action Pack and Return to Zork. IBM Regulars. Pen, SVGA, 16mbRAM, 4spcD-ROM.

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18M - 599.00

MONKEY ISLAND MADNESS

MUUNKEY ISLAMU PIADINESS
LUCASATIS
In the tradition of true Lucas Arts humor and classic graphics adventures, the Montey
Island series is brought together for the first time to create a truly unique collectors
part of this exciting pack contains The Secret of Monkey Island, Monkey Island II, and
a denso of Montey Island III. IBM Requires: Win '95, Pentium'90, IoniRAM, 48(C)
ROM, SVGA.

Hasbro Watch the famous game come to life with superh 3D animations. With great soundirack, over 800 high-res animations: watch as tokens skip, race and gallop around the board; play over the internet, pit your wis a life computer. There are up to 5 for children and adults. Up to six humans can be one computer upon an adults. Up to six humans can be one computer. IBM Requires: 486/33+, 8mbRAM, Windows '95. Playstation : \$90.00 IBM - \$50.00

MONTY PYTHON'S The Meaning of Life

Based on the film, but really samething completely similar yet entirely different
Experience the hear-warming miracle of hirth, the joy of growing up, and the giddy
drill of getting old and dying. Unravel the mysteries of human Time game
insults absolutely everyone in absolutely every way. It is guaranteed to offend Totally
weird and wacky. IBM requires: Pentium 90, IombRAM, SVGA, 459CDROM,
Windows '95, hard disk.

NBA LIVE '99

EA Sports
NBA Live comes to life. Fresh new moves including jab steps, fake passes, light-flying
new dunks; real NBA stats, real NBA players, real NBA han noves. Players evolve over
time. Unreal 3D graphics with real-time light landrests of animations. Better Al
with snarer, more realistic player reactions. Better all materials and lister change (as the state of the

NEED FOR SPEED High Stakes
Race on both sides of the law with Hot Pursuit Mode and Face the Consequences.
Download free cars from the website, race on 18 real world tracks, glide and 3D support, 21 licenced cars to drive. IBM Requires: Pen 166, Windows '93, SonitAM, 4syCD-ROM, InhlsVGA.

1804 - 550.00

NHL '99

The most realistic huckey game ever made. With higger bodychecks, harder shots, new showing meter, improved Al gives snarter gradies and players, new beginner level, awaesome 3D graphics and stands, updated 1988-99 NHL stats, msters, multiple seasons, international play, heal-to-head modem & LAN competition, etc. Regulves. Win '95, Pentium 166, 4spCD-ROM, 10mbRAM, hard disk.

350.00

POLICE QUEST SWAT 2

SIETTA
Keep the peace, Build the ultimate SWAT team or the deadliest terrorist organization.
Choose from 100 SWAT officers or 100 terrorists. Undergo actual SWAT factics and markmarship training, then strap on the evolution for real. Adversaries pursue their criminal agenda while reacting to your evolvers for real. Adversaries pursue their criminal agenda while reacting to your evolvers, expensive the SWAT and 15 terrorist amount vehicles, beaps of weapons, supports multiplayer. IbM Requires: Pentan 131, 1904/RMM, 4007-RMM, 5VGA, hard ids. Vim 1944

STORICAL STRAIN Official Strategy Guide to Police Quest SWAT 2

330,00

RAILROAD TYCOON Deluxe

Another reprinted classic. The game of railroad building in the 1800s, by Sid Meier.

Build your own railroad in six world regions, four parts of America, Europe and

Africa. County 32 types of trains, each with its own speed and characteristics. IBM

Regulares: 486+, CD-ROM, 4megRAM.

RAILROAD TYCOON II

Completely re-done with stunning 3D graphics. From the year 1804 to 2000. This is a real railrand agame, not just a strategy game that lappens to involve railrunds. Everything is authentic, from the period video and pictures inserted in a game to the design and interface. All opponents are based on real people, and all the rail game to the design and interface. All opponents are based on real people, and all the rail game real, based on satellite photos. The 18 scenario campaign lets you re-create history of the standard of the standard people and the stan

Roller Coaster Tycoon
Build the higgest, best, scariest and most divilling rides ever seen in any thenie park,
You can design and construct your own roller coaster rides or charse frain pre-built
designs; raise prices, increase research, monitor your customethods. Invest in fast
and drink stalls, hire entertainers, carry out over 20 mission-backs. Invest in the
Requires: Pen 90, Windows '93, 16mBRAM, AspCD-ROM, 1mbSVGA. 1BM = 350,00

Regulars: Fen M. minutes S.J. comments and the second of the Carlot Tom Clancy's ruthless.com

This is a simultaneous turn-based strategy game that lets you build a corporation amp the hodies of your competition. Use things, hackers or the occasional lawyer to get my the comment of the hodies of your comments. To do don't need thick, size greed, ego and a few wicked institutes. The second of the comments of the

Pen 120, JanhRAM, 4spCD-ROM.

SENSIBLE GOLF

Sensible Sensible of the hall. Play sume of the must deviously designed holes ever. With 25 original courses, skill levels, great sound. IBM Requires: 480/33, BlunRAM.

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SIERRA'S QUEST Series Volume One
Contains four classic games from Sierra. Kings QuestVII, Police Quest: SWAT, Space
Quest 6 Reger Wilco, Quest for Clary: Shadows of Durkness, 486/66. IBM - \$80.00

SIMCITY 2000 CD Collection

MAX

This set includes SIMCITY 2000, the Urban Renewal Kit, Scenarios Vol 1, and Bonus

Cities and Scenarios. Requires: IBM 386 or hetter, 4 mag RAM, hard disk, VGA, CD
ROM.

IBM -3300

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SIMCITY 3000 Australian Limited Edition

MAX

You're in charge of creating an entire city from the ground-up, and the sky is the limit. But your power does not stop at construction. You'll manage everything from budgets to bullduzers, tao' normades. Trade resources with neighbouring cities or swindle them mersilessly limited your favorite Simcity 2000 cities or go an completely design your own flamps. New close-up zoom levels put your sams under the microscope. Real landmarks. New close-up zoom levels put your measure of Syshory, such as the Sydney Opera House. IBM Requires: Pen 166, 32miRAM, 4spCD-ROM, 2mbSVGA (1988).

Simcity 3000 Prima's Official Strategy Guide

SOUTH PARK Official PC Game

A giant cornet is heading towards South Park and it's up to you to save the. This is a first person adventure, a little like Quake, except with South Park style graphics. With a

cow-launcher, authentic voices, play as any South Park character, hig evil closes, etc.

IBM Requires: Pen II 266, 32mbRMM, 4spCD-ROM, Word.

South Park Official Strategy Guide 330.00

Features South Park animated screen savers, a daily rotating calendar, and facts about the characters, wallpapers, sound files, icons, etc. Pen 90.

STARSHOT Space Circus Fever
A totally whacky humorous adventure as you ride along with Sacdare, the san juggler of the Space Circus. Your courage and skill will be tested as you give more contained working and the distributed director. This 30 animated adventure includes used and red and anything the distributed and the summan state of the s

STAR WARS MONOPOLY
The classic Monopoly game but set in the Star Wars universe. You can play any of the nujur claracters, who nove about the board in full motion, all new disalogue, over 150 film clifts, great new 30 heard and graphics, and up to six humann players can play. 18th Requires: Pentium 90, Win 95, IGnibRAM, 4spCD-ROM.

STREET WARS Constructor Underworld

THE The first pinhall simulation ever, now back as a classic edition. With six original tables, correct hall physics, special bonus side games, animated lock sequences. *Berguires:* 486/25, 8mbRAM.

BN4-\$16.00

TRANSPORT TYCOON

Construct complex mud-rail-air-sea networks to shift cargo, govats and passengers through the most lucrative routes on massive SVGA 3D isometric world maps. Build stations, decks and airports and make money by connecting areas requiring transport services. Also the world editor that lets you build new worlds from stratch, including an alternative Martian landscape! IBM Requires 386+, SVGA, 2spCD-ROM, 4nhRAM, hard disk.

THE CD-ROM GAME OF LIFE

The classic family board game comes to the PC! The aim of the game is of course, to make more money than you ever dreamed possible. To achieve this you must raved the road of life making crucial decisions to outwit and out-wealth your compenions. Choose college or career, get married, start a family, buy a house, etc. With hundreds of dynamic animations. BM Requires: Windows '95, Pen 90 | SonbRAM, 49;CD-ROM, SVGA.

THE CURSE OF MONKEY ISLAND
Third in the legendary Monkey Island series of graphic adventures. With film quality animation, voice, sound and music - the undead come to life before your very eyes. Incredible highers 640x480 graphics. 30 plus hours of gameplay. 18th Regulera: Pentium 90, Win 95, 16mhR4M, 4spCD-ROM, SVGA.

THE LUCAS ARTS ARCHIVES Vol I
Four complete games and a screen saver, Indiana Jones and the Fane of Atlantis, where
India needs to short his based as getting their banks on the thing that sank Atlantis. Sam &
Max Hit the Road, twisted their same of the Warr Rehel Assum, the described in the SF
section, Day of the Tennache, a brilliam of Sur Warr Rehel Assum, the described in the SF
Requires: 386/33, CD-ROM, 4mbRAM, VGA.

IBM 1-800.00
IBM 1-800.00

THE LUCAS ARTS ARCHIVES Vol III
Six complete games: Star Wars Dark Forces I, Monkey Island Maciness I and II, The
Pays, Full Throatte. Afterlife, and a CD of dennes. IBM Regutres: 485666, CD-ROM,
StubRAM, SVGA.

1BN - 580.00

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Golf, Tiger Woods style, Be him or beat him. 18 holes in under 30 minutes unparalled real-time 3D acceleration keeps you playing, not waiting. Features eyepopping 3D golf, full-acceleration playing the state of the popping and policy full-acceleration player profile that reflex's your real ability and play a round on a world class
course. An analog swing based on rhydm and timing the gips you exclusive tips on
improve your game in the game and for real. IBM Requires: Win's 5,
52ntRAM, hard thist, 4spCD-ROM, SVGM.

BuhkM, Windows, VGA.

EA Sports Triple Play 2000

Ehis is power baseball. Features enhanced gameplay cutard including new mouse courted. Single game, house run challenge, season and playoff game mode. More camera angles, all Major League Baschall teams, admissions. 1998 team schedules and rosters. IBM Requires: Pen 166, 16mihRAM, Windows 95.18bit - \$50.00

ULTIMATE SIM PACK
Contains Sim City 2000. Sim Earth and Sim Farm. Wow. IBM Requires: 486, SVCA,
IBM - 575.00

Microprose WORNING

Contains the original Worms. Up to 16 can play on the one computer. IBM Requires:

1BM - \$22.50

THE FULL WORMAGE - Collection Includes Worms and Reinfurcements, Worms 2, and Worms Pinball.

WORMS Armageddon
The best Worms game ever. Deplay over 60 different weapons and news, worms of the redesigned Wormer for internet play, the single player game has a 300 get most in grame play a single player game has a 300 get most in grame play a single player game has a 300 get most in grame play a single player game has a 300 get most in grame play a single player game has a 300 get most in grame play a single player game has a 300 get most in grame player deathmatch most. BM Requires: Windows 35, Pen 100, 32mb84M, 200 CDROM, 2mb3VCA, 16-bit soundcard.

Faulty Programs

If you have received a faulty disk or CD for any reason - do not send it back to use first, please ring us and we will tell you what must be done. In some cases we will give you the address of the continuous who distributes the game in Australia: and in other cases (especially with CDs) we will ask you to send the entire game back to us, and we will return it on the graduan distributor on you behalf. When they send us the replacement, we'll get it straight back to you.

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32 - Magazine Subscription

Magazine Subscriptions

CITADEL JOURNAL

Another quality production by Games Workshop, a half A4 sized magazine with heaps of articles on all of their games, including House Rules, scenarios, news, reviews, special characters, etc.

\$15.00 for 1 issues \$43.00 for 3 issues \$80.00 for 6 issues

COMMAND MAGAZINE

A top quality wargames magazine that contains a complete game in each issue as well as a full commentary of the topic of the game, plus numerous other articles regarding military history, from ancient to modern day. Please note, however, that the game included is quite often a "bumper double-issue game", which when we send to you, counts as two copies of the magazine. "Normal" issues normally contain one full color mapsheet and around 240 counters. The "bumper" issues have up to 2 maps and up to 1,000 counters.

\$50.00 for 2 issues \$135.00 for 6 issues \$240.00 for 12 issues

CRITICAL HIT MAGAZINE

Critical Hit is a company in the USA that produces a superb ASL magazine called *Critical Hit*, released twice a year. This magazine contains ASL scenarios plus heaps of articles covering all aspects of ASL.

\$50.00 for 2 issues \$90.00 for 4 issues

DORK TOWER MAGAZINE/COMIC STRIP

Wecome to Dork Tower, Follow Matt, Igor, Ken and Carson the Muskrat as these geeks play roleplaying games together, and then try to fit into the real world. We have issues 1 and 2 in stock now. \$5.00 each.

\$35.00 for 6 issues \$63.00 for 12 issues

DRAGON MAGAZINE

TSR's popular monthly magazine. The emphasis is on AD&D with a veritable treasure chest of articles, adventures for Forgotten Realms, Dark Sun, Dragonlance, Planescape, etc. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews on products from other companies too, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

\$27.00 for 3 issue \$51.00 for 6 issues \$97.00 for 12 issues

DUNGEON

TSR's bi-monthly publication specifically dedicated to AD&D adventures - with enough danger n' loot to satiate the wander-lust of any parry. The player's quest for riches, fame & challenges is fulfilled with at lease four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventurs are campaign-specific, set in either the Dark Sun, Forgotten Realms, Ravenloft, or other such realms. Publication regularity is excellent.

\$27.00 for 3 issues \$48.00 for 6 issues \$86.00 for 12 issues

GANG WAR (Necromunda)

A new magazine by Games Workshop, devoted entirely to Necromunda. Each issue contains all kinds of new rules, scenarios, terrain making tips, etc. Some of the articles have appeared in the Citadel Journal.

\$39.00 for 4 issues \$70.00 for 8 issues

INFERNO MAGAZINE

At long last, Games Workshop are releasing a new magazine that contains only fiction, covering their various universes. There are stories and comic strips, 3D city scapes, campaign maps, all from their Warhammer Fantasy, Warhammer 40,000, Necromunda, etc. worlds. We have in stock issues 2, 3, 5.

\$10.00 for 1 issues \$57.00 for 6 issues \$108.00 for 12 issues



INQUISITOR MAGAZINE

Inquisitor Magazine is made by Armorcast in the USA, and is a dedicted to Warhammer 40,000. It includes scenarios, articles, one issue had two complete Squat Army lists, (issue # 15 - still available), and also has data sheets for all manners or 40K titans and vehicles, including modified tanks!

\$40.00 for 6 issues

KNIGHTS OF THE DINNER TABLE The comic strip of a GM and his four players. You can also pre-order later issues, or make a subscription to the magazine, if you

> \$35.00 for 6 issues \$63.00 for 12 issues

We also have a number of other Knights of the Dinner Table publications:
Bundles of Trouble Vol 2 Compiles KOTDT Issues 4 - 6
Bundles of Trouble Vol 3 Compiles KOTDT Issues 7 - 9
\$18.00

RIFTER MAGAZINE

By Palladium Books, this is up to 120 pages in length, and contains fiction, adventures, creatures, weapons, and so on, for all of Palladium's games, including Rifts, Palladium Fantasy, Heroes Unlimited, etc.



SCRYE: Collectable Trading Card Game

A high quality 68 page magazine by ILM International, that specifically covers Collectable Trading Card Games. It includes complete rules for new games set to be released, such as X-Files, reviews of new releases, notes from designers, hints on building decks, strategies to use, and best of all, complete listings including price guide for all of the major Trading Card Games, for example, Vampire ES, Middle Earth the Wizards and Dragons, all the Magic the Gathering releases, Net Runner, Star Trek, Star Wars, etc!

\$24.00 for 3 issues \$43.00 for 6 issues \$77.00 for 12 issues

STRATEGY & TACTICS

A popular and long standing magazine that contains a complete game in each issue, with around 200 counters and one full color mapsheet. Each magazine includes a wealth of historical articles about military history, as well as a indepth article about the game's historical background. The rules however, normally tend to be complex. Games stretch from ancient to medieval to WW2 to modern, some being tactical simulations while others are great strategical simulations including several empires. simulations including several empires.

\$33.00 for 1 issue \$94.00 for 3 issues \$178.00 for 6 issues \$316.00 for 12 issues

TOP DECK

wizards of the Coast are no longer publishing Duelist, but to my knowledge, it will continue as a website publication. But to all intents and purposes, they have replaced it with their new publication, Top Deck. This issue focuses on the ins and outs of the collector's market, from getting the best deal for your cards to canticipating demand, Plus, columns such as "Deck Deconstruction," "Deck Clinic," and "Magic: The Puzzling," as well as free cards on the odd occasion. No other magazine guarantees more than 20 pages of in-depth Magic: The Gathering coverage in every issue. Nor can any other magazine guarantee ditorial support for every Wizard of the Coast trading card game.



WARHAMMER MONTHY

Games Workshop are now producing a comic that features stories from Warhammer 40,000, Epic Warhammer 40,000, Warhammer Fantasy, etc. Issue # 4, for example, starts a new strip about a Sister of Battle, continues the story of a Titan battling a world of orks, continues the story of a ship of Brothermarines, who stumble across a ship graveyard in space.

\$5.00 for 1 issues \$27.00 for 6 issues \$50.00 for 12 issues

WHITE DWARF

WHITE DWAKE White DWAKE White Dwarf magazine has entered an entirely new format, its now a 100 pages containing news, rules, and battle reports for all the latest releases from Games Workshop and Citadel, with tactics articles, painting and modelling articles, interviews, army features, plus every issue will now contain two sheets of card gaming "hardware" that you can cut out and use in your games. Wargear cards, data faxes etc are now available in top quantity glossy cardboard! Note that Military Simulations often puts Games Workshop/Citadel discount vouchers with this magazine, redeemable only at Military Simulations.

\$24.00 for 3 issues \$40.00 for 6 issues \$80.00 for 12 issues



New Product Subscriptions

NEW AD&D ITEMS

Military Simulations is now offering AD&D new products on subscriptions, which we will send to you as soon as they are

released. If you wish to subscribe to new products, you must have a credit card. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free. (This offer does not include novels. See below for Postage is free. (This Novel Subscriptions).

iptions).

Below are charged to your credit card
AD&D Core Rules - 6 items | 10% disc
AD&D Core Rules - 12 items | 10% disc
Forgotten Realms - 6 items | 10% disc
Forgotten Realms - 12 items | 10% disc
Ravenloft - 6 items | 10% disc
Ravenloft - 6 items | 10% disc

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each new AD&D novel from the category you choose. We will only send you softcover novels, not hardbacks.

\$54.00 for 6 Forgotten Realms novels \$91.00 for 12 Forgotten Realms novels \$28.00 for 3 Dragonlance novels \$54.00 for 6 Dragonlance novels

ALTERNITY NOVELS

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each new Alternity novel that TSR releases. They normally release around 3 - 6 new novels a year. I read the first Alternity novel, with over 370 pages, in three days. It was a great read. I recommend it.

\$54.00 for 6 novels

NEW ALTERNITY

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Alternity products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items Credit Card for 6 items 10% disc 10% disc

NEW BATTLETECH ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* BattleTech & Mechwarrior products (*not novels*) as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items Credit Card for 12 items

BATTLETECH NOVELS

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each *new* Battle Tech novel that FASA releases. They normally release around 4 - 6 new novels a year.

\$30.00 for 3 novels \$54.00 for 6 novels

NEW LEGEND OF THE FIVE RINGS RPG

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Legend of the Five Rings RPG products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items Credit Card for 6 items

NEW RIFTS ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* RIFTS products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free. *Rifter* not included.

Credit Card for 3 items Credit Card for 6 items

NEW VAMPIRE ITEMS

Only available to customers with credit cards. If you subscribe to this offer, we will automatically send you one each of all new Vampire role playing products (not novels or Dark Ages) as son as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items ☐ 10% disc Credit Card for 12 items ☐ 10% disc

NEW VAMPIRE CLAN NOVELS

Only available to customers with credit cards. If you subscribe to this offer, we will automatically send you one each of all *new* Vampire Clan Novels as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

☐ 10% disc

Note

When ordering a subscription to new items, such as New BattleTech Items, for example, we will charge your credit card for each item when we send that item to you. Your credit card will not be charged in advance.

CRAZY SPECIALS

Please Give Second Choices - As Some Specials Are Only While Stocks Last

Trading Card Games

WotC Magic the Gathering: Unglued Expansion
A weird and wacky release for Magic: the Gathering. All of the cards are broken or bizarre, and all banned from tournament use. But if you want your social games to become "unglued" then please, use these cards! But definitely not recommended for rules lawyers or power gamers, and you need a sense of humor. Has 48 packs of 10 cards.

Magic Unglued Booster Pack 10 cards Crazy \$2.25 Was \$3.50
Magic Unglued Display 48 packs Crazy \$97.00 Was \$150



Card from Magic Unglued

WIZ Magic the Gathering ANTHOLOGIES

Crazy Special \$30.00

A limited edition two-preconstructed Starter-Deck anthology. The two decks give you the combined might of two armies assembled from across Dominia's history. With spells and creatures gathered from every Magic the Gathering expansion and edition, from Alpha Edition to Urza's Saga. The two preconstructed decks have 60 white bordered cards and 5 token cards in each. There is also a 64 page booklet covering the games history and strategies. The sturdy card box can also hold 350 cards in sleeves, or 5 starter decks. Limited stocks.

FRP Time of the Void Starters (Legend of 5 Rings)
It is Rokugan's darkest hour. For two years, the War of the Clans has ravaged the Emerald Empire. Descendants of the Empire's greatest heroes - the Seven Thunders - gather with their armies outside the fortress of ultimate evil. ...the Imperial Palace. This is the final chapter in the War of the Clans. It includes all Seven Thunder Personalities, the Last Black Scroll and Twelve "Conclusion Cards" that tell of the Seven Thunders last stand. Our stocks are strictly limited.
Phoenix Clan Stronghold Deck One Clan will fall... One by one cach of the elemental masters have become infected with the Shadowlands taint. The Master of Fire, mad-eyed and consumed with darkness, standing on the Imperial Palace walls, is ready to destroy his kinsmen.

Crazy \$11.00 Normally \$18.00
Crab Clan Stronghold Deck One Clan will be redeemed... The

USP X-FILES Trading Card Game

Features photos taken directly from the award-winning TV show featuring agents Fox Mulder and Dana Scully. The cards are designed to look like reports and files from the desks of the FBI and should appeal to both games and non-gamers alike. Covers the first season and the encounters they had that year, from weird criters to government plots and cover-ups. Your resources are a team of FBI Special Agents, investigative equipment, witnesses, etc. The challenge is to overcome conspiracies and government cover ups as well as paranormal phenomena and supernatural activities.

X-FILES Starter Deck 60 cards & rules Crazy \$2.50

X-FILES Starter Display 720 cards

X-FILES Starter Display 720 cards

X-FILES Starter Display 720 cards

Crazy \$2.50

Was \$15.00

Was \$4.00

Was \$129

Various Trading Card Game Grab Packs

A single Grab Pack will consist of 1 Starter Deck and 5 Booster Packs from the one Trading Card game or system. eg. all from Logend of Burning Sands. If you order three Grab Packs, then five Girbert systems: if five Grab Packs, then five different systems.

1 x Single Trading Card Grab Pack 1 Deck & 5 Packs. ... \$5.00
2 x Single Trading Card Grab Packs 2 Decks & 10 Packs. ... \$9.00
3 x Single Trading Card Grab Packs 2 Decks & 15 Packs. ... \$12.00
4 x Single Trading Card Grab Packs 4 Decks & 20 Packs. ... \$14.00
5 x Single Trading Card Grab Packs 5 Decks & 25 Packs. ... \$15.00
Each Grab Pack will be randomly chosen from one system, taken from the following: Scorpion Clan Coup Hidden Emperor, Legend of Burning Sands, Deadlands Doomtown Rage Snake Eyes, Doomtrooper, Rage Original, Bablyon 5 (Graet War & 1st Ed Boosters). Wyvern. Note: the first few orders for 3 or more packs, will receive a free Ultimate Combat Starter & Booster, while stocks last.

Wargames

MB SAMURAI SWORDS

MB SAMURAI SWORDS

Crazy Special \$50.00

Milton Bradley has re-released *Snogan*, now ne-titled *Samurai Swords*. This is one of the best multi-player games ever produced. For 2 to 5 players, the time is the mid-telf century, but Age of War in Japan. Five formidable warlords prepare for a climactic clash of arms. Their weapons are secret strategies, sneak attacks and deadly samurai warfam. Their goal? To crush the enemy and can the exalled title of Shogun. Only one can succeed! You have three daintyos leading field armites, garrisons, you are build castles, fortifications or more troops, hire ninja but be on the watch for those backstabs! With a beautiful mounted mapboard of the whole of Japan, 406 plastic soldiers, plastic money, amy cards, production seereey screams, simple to follow rules, plastic sowds, 72 domain cards, etc. Note special price.

Crazy Special \$12.00

Oops, we accidently got some more! So here it is again, but even cheaper this time! It is 1777 and the British under General Burgoyne march south from Canada to assault the Americans under Amold. As the British, do you assault the American prepared positions or try to go around their flank? As the Americans, do you sti in your defenses and wait, or sortie out to meet the British in the woods where their artillery cannot help. Features 5 minute set-up, amy morale track, rifle armed units, leaders, basic, advanced, and optional rules. 88 counters, beaufiful 22x34" map.

SJG INWO Sub Genius

Crazy Special \$22.50

This is a stand-alone game for 2 to 4 players. It is NOT a collectible card game. Every game has the same 100 cards. The rules are a slightly simplified version of Illiminiant. New World Order CCG, All the cards in this game can, however be used with INWO CCG, and vice versa. The world is about to be destroyed, and you are the leader of a church faction, church of the Sub Genius. You complete against other factions for supremacy.

SJG KNIGHTMARE CHESS # 1

Crazy Special \$20.00

An extremely popular excessory for the game of chess. This box contains 80 dates beautiful cards, and simple rules. You must have a chess set to play. You play chess as normal, but every turn a player takes a card as well as moving a piece. The card may tell you to rotate the board 90 degress, for example.

SJG KNIGHTMARE CHESS # 2

Crazy Special \$20.00

Normally \$30.00

Here are 80 more cards to wake up your chess game - 78 brand new cards. You don't need KC#1 to use this one. Complete rules are included to use these new confe

Role Playing Games

LUG Star Trek Next Generation RPG

LUG Star Trek Next Generation RPG

Crazy Special \$95.00

Normally \$164.00

For this special we offer the Star Trek Next Generation Roleplaying game, plus three supplements for it. Also individually as follows:

Star Trek Next Generation RPG Crazy \$45.00

Normally \$65.00

A beautifully presented hardcover, full color book with 310 pages. Features the 'loon System - fast and cinematic game rules that allow you to create never the second on real episodes or ones you create powerfel Has an introductory adventure called "Shakedown Cruise" in which you go up against the Romulans. Has a comprehensive look at the history and continuing mission of the United Federation of Planets, covering Starfleet, ships, etc. Also covers some alien races, ships, and creatures.

The Price of Freedom

Hardcover sourcebook of the United Federation of Planets. Gives the history of the UFP, politics, the founding worlds; detailed examination of Starfleet, its operations and branches; I he new space ships: the UFP Merchant Marine; guidelines for playing non-Starfleet personnel; technology, colonies, etc.

The First Line

Crazy \$18.00 Normally \$27.00

Starfleet Intelligence Handbook. Focuses on the shadowy world of espionage in the 24th century. With character generation for Starfleet intelligence operatives: details on rival agencies such as the Tal Shiar and Obsidian Orders: new SI technology.

A Fragile Peace: Neutral Zone

Crazy \$15.00 Normally \$27.00

The Neutral Zone Campaign, Vol I. With source material on the Neutral Zone including planets, outposts, characters and politics. A glimpse into the Romulan secret intelligence bureau: four complete adventures beginning a year long campaign, including finding a Romulan Warbird with the bodies of its crew littering the floor.

AEG Legend of the Five Rings Special

Crazy Special \$115.00 Worth \$187.50
Here are some of the latest Legend of the Five Rings releases, on special.
Also individually, as follows:

Walking the Way
The Lost Spells of Rokugan. Learn what magies the spell weavers of Rokugan posses. From the simplest meditations to chants capable of destroying cities, the complete adventure to use them in:

Way of the Shadow
The history of the Ninja. Meet the Goju, minions of the Darkness, and discover those who have scarificed their identities and souls for power. Delve into the history of Isawa Ujina, destined to become the Nameless One. Learn how the inja initiate their imembers, the hidden connection between the Darkness and the Scorpion Shadow.

Way of the Phoenix

Crazy \$28.00 Normally \$27.50

ninja initiate their members, the hidden connection between the Darkness and the Scorpion Shadow.

Way of the Phoenix
Guided by prophecy and ruled by an enigmatic Council of Five, this clan visids magic that defres comprehension. In a land of discord, they are a force of peace. With their history, character creation, secrets, spells, & the Ronin Issaw.

Bearers of Jade
The Necunal Book of the Shadowlands. Everything you need to sustain a Shadowlands campaign, including new rules to help your samural war against the armies of the Fallen One; also life and death at the Kaiu Wall; how to run a horror campaign; learn the history and power of 15 wondrous items lost or tainted by the Shadowlands; Z dozen new creatures; spells.

Marchants Guide to Rokugan Crazy \$25.00 Normally \$37.00 From the secrets of the Unicom caravans to the unseen influence of the Yasuki raders. Details on merchant character creation and campaign running, the Crane-Yasuki wars.

CHA Chaosium Roleplaying Games

Crazy Special \$85.00 Worth \$138.50

We present here Chaosium's three most popular roleplaying game nilebooks. Also individually, as follows:
Call of Cthulhu 5º Edition RPG Crazy \$37.00 Normally \$55.50

The Great Old Ones niled the earth acons before the rise of man. Remains their cyclopean cities can still be found no temote islands in the Pacific, buried amid the shifting sands of vast do this world from the stars. Now they sleep extremes. Originally they are this world from the stars. Now they sleep some deep within the earth, and others beneath the sea. A highly recommendationspheric gottlic-horor RPG set in H.P. Lovecraft's 1920s Earth. A real treat

for scrious roleplayers. The 5th edition is completely new peset and illustrated and features a wealth of supplementary material—it looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining historic timeline, an illustrated bestiant.

Pendragon 4* Ed RPG

A dynastic game where each session equals a year of play time. The system is clean and dynamic, allowing the GM to concentrate on plot and characterisation. An important aspect of play are passions, which guide the players actions and desires. The new edition is expanded and includes material from Knights Adventurous. The most important addition is a brand new magic system, including player character magicians. 25to pages & major England.

Elrict RPG

A complete roleplaying game set in the Young Kingdoms. This game replaces Stormbringer. It features streamlined combat, a cast magic system, summonings, and a rich background from the Elric Sag. With 138 pages. Reaturing a new map of the Young Kingdoms. Reprinted.

GOO Big Eyes, Small Mouth Special

GOO Big Eyes, Small Mouth Special
Crazy Special \$34.00 Worth \$56.00
Guardians of Order have released an excellent releplaying game based on
Japanese animation. Here it is plus the first sourcebook.
Big Eyes, Small Mouth RPG
Crazy \$18.00 Normally \$26.00
Roleplaying in the anime world. This multi-genne RPG has been inspired by the
dynamic characters and stories found in Japanese animation. Comedy or horors,
funtasy or science fiction. The game emphasizes roleplaying mather than numbers
and charts. Additionally, character creation can take less than ten minutes, and
offers characters magic, mechs, pistos, heighlened abilities, unique artifacts, etc.
With amazing art, easy to follow flow charts, concise tables
Big Robots, Cool Starships
Crazy \$20.00
Normally \$30.00
Contains the necessary mechanics to run a mecha-heavy campaign featuring the
exploits of anger-indden robot pilots, sleek combat borgs, bold starship capitains,
plus design rules.

TSR AD&D Greyhawk Special

Crazy Special \$79.00

Here are the four most important and popular AD&D Greyhawk sourcebooks, also available individually as follows:
Creyhawk: Adventure Begins

Crazy \$24.00

Normally \$37.00

At the heart of Greyhawk Adventures lies the city of Greyhawk. Open the gates to this fabled city, with its dozens of dungeons and countless adventures. A DMs dream, this 128 page guide gives you what you need to start a Greyhawk campaign.

campaign.

Greyhawk Player's Guide

Crazy \$17.00 Normally \$25.50

Enter the Flanacss lands - a crowded cluster of kingdoms and states, great and petry, struggling for survival and supremacy against one another and countless foes both internal and external. Learn about the nations and cities of the world of Greyhawk, the leaders and rebels: the races and creatures that inhabit it.

The Scarlet Brotherhood

Crazy \$22.00 Normally \$33.00

Greyhawk; the leaders and rebels; the races and creatures that inhabit it. The Scarlet Brotherhood Crazy \$22.00 Normally \$33.00 The sourcebook on the shadowy villains of the World of Greyhawk, who have energed from hiding to spread ficar and terror throughout Tilvanot, Hepmonaland. & Amedio. Includes new character classes for Scarlet Brotherhood monks and assassins, as well as Suel priests.

Against the Giants
Silver Anniversary. Revisit and go beyond the original Gary Gygax adventure. Player characters must storm the steading of a hill giant chief, attack the rift of a frost giant jarl, and invade the hall of a fire giant king. And then go even deeper into giant territory. 18 new encounter sites.

TSR AD&D CD-ROM Products Special

Crazy Special \$145.00 Worth \$210.00
TSR have released two magnificent player-aids on CD-ROM. Here they both are on special, at unheard of prices: None, stock will arrive in November.

November.

AD&D Core Rules CD-ROM 2.0 Crazy \$80.00 Normally \$110.00
The 2nd Edition AD&D rules on CD-ROM. Has complete text of nine key AD&D rules on CD-ROM. Has complete text of nine key AD&D rule books, reference over 2,000 pages of interactive rules. Character generation includes all Players Options rules – excete, maintain and print fully detailed characters. Map Maker II and Campaign Mapper let you create and link detailed overland, city or dungeon maps in full color. Dice Roller software automatically rolls and totals all kinds of dice rolls, with modifiers. Generate treasures and encounters.

treasures and encounters
AD&D Core Pulse Expansion CDCrazy \$75.00 Normally \$100.00
Contains all nine core rulebooks and eleven AD&D Complete Handbooks. Also
in HTML and RFT versions so they are accessible from PCs and Mass. You
must own the above to use this product. DMs can build compelling campaigns
casier than every with multiple non-player channeter creation, \$50 character kits,
and new building interiors map set. IBM Requires: Pen 75, 16mbRAM.

TSR AD&D Boxed Sets Special

Crazy Special \$125.00

Here are three AD&D popular boxed sets on special:
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The Underdark Campaign The largest dungeon ever published. A full campaign setting for raising characters from 1st to 16th level, with hundred or miles of underground caves, tunnels, and dungeons - even underground.

oceans.

Situating to Campaign Setting

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Who thin found some of this Campaign Setting, however, we may not be able to obtain any more, so stocks are limited. This is the Legacy of Kings Campaign Setting, Bhayever, we may not be able to obtain any more, so stocks are limited. This is the Legacy of Kings Campaign Setting, Bhayever, the great kingdons and command awesome magic in a world tom by war and conflict. Along with all the rules needed to play such a character, there are rules for the more sand lands, plus a large bartlenar of a battlefield and 112 war cards, so that you can resolve full scale battles.

Silver Anniversary Boxed Set Crazy \$65.00 Normally \$99.95

Has copies of the original Silver Anniversary releases, B2, G1, G2, G3, 16 and S2. Also a replica of the original D&D nulebook, a 25 page book of the history of TSR: a recently recovered, never before released original edition module L3 Deep Dwarven Delve; and specially created art, suitable for framing. In a slipcase.

TSR AD&D Module Special

Crazy Special \$82.00 Worth \$1.33.00

Here we offer four popular AD&D supplements, as follows:

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This re-telling and sequel to the classic adventure written by Gary Gygax is part of the year-long Silver Anniversary celebration. Players and DMs will want to see how their new AD&D characters fare against the original proving ground for AD&D. Includes an updated map and expanded size of the AD of the Company of

Class, who are in chaos.

Skullport

The Port of Shadow, a well kept secret. A mile and a half beneath the orderly streets of Waterdeep squats this wretched, lawless pit of thieves, slavers, etc. Covers all 3 layers. 4 wards and with 100 notable sites.

Wyrmskull Throne

Supports Xea of Faller Stars. Revolves around the ancient artifact, the Wyrmskull Throne, the ruling seat of the Dwarven nation of Shanatar, which has just been found after a 5,000 years absence. Uses all of the underwater adventuring rules, and special powers for the artifact.

WW Vampire: the Masquerade Special

Crazy Special \$48.00 Worth \$78.00
Here are three of the more popular recent Vampire supplements:
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Crazy \$19.00 Normally \$28.00
Fully details the heavy-hitters of Vampire's World of Darkness - the Lords after
Dusk. Includes the justicars and many archons of the Camarilla, as well as key
princes, bishops, pack priests, Sabbat cardinals, etc.
Time of Thin Blood
Crazy \$20.00 Normally \$30.00
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offers a glimpse of an event in the unfolding Gehema. With rules for creating
15th generation vampires & their children, a wealth of setting material, and the
death of a clan!
Revelations of the Dark Mother Crazy \$13.00 Normally \$20.00

death of a clan!

Revelations of the Dark Mother Crazy \$13.00 Normally \$20.00 Presented in the same format as Bank of Ned Even the children of Caine Rear her Lilith. Mother of the Dammed She is the Dark Queen who will arise and usher in the end of the world. Explore the heretofore ignored legends of Lilith, and learn for the hidden Lilith-cults

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Tzimisce Clan Novel

Trimisce C

kind out which one is the target. And we never tails. One of these two monstrous killers is about to learn to lose.

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the world apart

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interested in killing his greatest enemy than the power struggles that
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Crazy \$6.50

Normally \$13.00

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A luge step-up from Mechwarrior II. Includes deformable terrain - der buildings have destructible geometry, artillery stelles pockmark the ground, the unche vent leave distinctive frouprints. Al is improved. Meels use their arms to get back to their feet, meels hield in water to launch ambushes, fight in stunuing cities and even in caces sin 3058, features a mission editor, you can shoot down buildings so that they fall on enemy meels, Features Intersphere and Clain meels. You can even target individual meel locations. IBM Requires: Pen 166, 32mbRAM, SupCD-ROM, 2mbSVGA, hard disk, Mindrow SS.

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Crazy Special \$15.00 Originally \$90.00 Sill one of my favortie games. You can start with just one planet with love tech, and then expand your colony while developing tech. Soon you build simple starching and visit the neighboring star systems, sending our colony shifts to saitable worlds. There are distreten different alien races. When you meet other players you can ally them, conquer them or you can from trade or tech research agreements. There are many different types of worlds, wolcame, desert, water, rich, and the graphics are completely stuming and measurorising. IBM Requires: 486/100+, 8megRAM, SVGA, hard disk, CO-ROM, soundeard.

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Anime Movie Guide

The Anime Movie Guide 286 page, large novel sized book, this is an authoritative guide to Japanese anime. Features detailed listings of films and videos released since 1983, arranged by year and by title, with illustrations. Has Japanese and English titles. \$33.00

Babylon 5 Videos

We now stock the full range of currently availabe Babylon 5 Videos, by Warner Home Video. (I own all the videos myself1) The Babylon 5 series focuses on an ancient, evil race that gathers together in the shadows, once it has been accidently reawakened by a curious human survey team. Meanwhile, another equally ancient race helps to prepare the younger races to prepare for the return of this evil menace. The entire series is packed full of mysteries that will be revealed to you eventually, though you will have to watch some episodes as much as four times to spot all the cleverly hidden clues. I used to be a die-hard Trekie, but once I realised that a brilliant continuous plot line line linked all the Babylon 5 episodes together, I defected!

Each tape has either a double episode, or two 45 minute episodes.

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Deathwalker arrives on Babylon 5, claiming to have an immortality
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Babylon 5./ The Docking Bay workers go on strike.
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One of the best episodes. A strange man, Morden, comes to B5 and
asks everyone, "What do you want?" Meanwhile, a Raider strike
Currier attacks 65./A Kick-boxer comes to 85.
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A hideous Na'ka'leen Feeder alien is on the loose on B5./An
official interrogates Sinclair and tries to have him sacked.
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The body of dead Minbari leader, brought to B5, disappears. The
Minbari threaten another war./Babylon 4, which disappeared 4
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The dead planet below B5, Epsilon 3, suddenly comes to life,
revealing aeons old technology.
B5 Vol 10 Quality of Mercy/Chrysalis \$20.00
An escaped killer takes a dying doctor hostage./Delenn turns into
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white with forces attack a ivain inilitary outpost.

Season Two

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Sheridan arrives on B5 to take over after Sinclar leaves but
Wilndari dissidents are not happy & try to provoke another
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become? The Narn suspect that the Shadows, are back
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B5 finds a derelict, ancient space ship with one passenger still
dive in cryo-sleep./An terrorist arrives on 85 honing to destroy
the Mars peace process.
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divorce./Psi Cop Bester comes to B5.
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Centauri emperor comes to B5, honing to make neace with the
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but delice is found that Sandiago was assassinated Marn and
Centauri ships fight at 85
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Sheridan arrests Morden and questions him as to why his wife
died on the ship that went to Z'ha'dum./A plaque infests R5
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One of the best episodes. Nams attack a Centauri outpost with
their entire fleet, but a surprise is waiting for them./A psicorps
planted traitor is in the B5 command staff.
B5 Vol 21 Comes the Inquisitor/Fall of Night \$20.00
A Vorlon inquisitor interrogates Delenn & Sheridan./A Centauri
Battlecruiser attacks Babylon 5. Great episode.

Season Three

B5 Vol 22 Matters of Honor/Convictions The White Star battles a Shadow ship./A mad bomber places bombs all over B5.
B5 Vol 23 Day in the Strife/Gethsemane G'Kar is told to return to Narn, where he will probably be executed./A monk learns he is a brain-wiped ex-murderer.
B5 Vol 24 Voices of Authority/Dust to Dust lyanova uses the Great Machine on Epsilon 3, and finds unexpected evidence./Bester comes to 85 tracking down an
illegal psionic drug that is on the black market. Stod 25 Exogenesis/Messages from Earth People from 'Down Below' are having sybiotic aliens put on
them./President Clark has found a Shadow ship. Sheridan tries to destroy it first.
85 Vol 26 Point of No Return/Severed Dreams \$20.00 Clivil war breaks out in Earthforce. Nightwatch are given control of B5./Severed Dreams is the best Babylon 5 episode made. It won the Hugo SF award, defeating all other challengers. I've watched it over ten times at least! Babylon 5 declares its independence, and an Earthforce Task Force is sent to take control of Babylon 5 by force and B5 resists!
B5 Vol 27 Light & Dark/Sic Transit Vir \$20.00 Nightwatch terrorists kidnap Delenn, and try to take over B5./What connection does Vir have with 2,000 Narns who appear to have died?
B5 Vol 28 Late Delivery/Ship of Tears \$20.00 Sheridan tries to get the League to help defend B5./The Shadows run a ship of 'weapons systems' near B5, and Bester helps Sheridan to capture it.
B5 Vol 29 Interludas/War Without End Pt 1 Sheridan tries to make the Vorlons attack the Shadows./A time rift opens, and Sinclair, Sheridan, etc must go through the rift, to reach Babylon 4. Learn of the last Shadow War 1,000 years ago. B5 Vol 30 War Without End Pt 2/Wulkabout \$20.00

Babylon 5 and Star Trek Videos - 37

	-
What are Sinclair and Sheridan planning to do with Babylo 47/Sheridan asks Lyta to help attack a Shadow ship. B5 Vol 31 Grey 17 is Missing/Rock Cried Out \$20.01 Naroon tries to stop Delenn taking over the Rangers./Londo plan to have Lord Refa removed from power. B5 Vol 32 Shadow Dancing/Z'ha'Dum \$20.00 Sheridan leads a huge battlefleet to attack a Shadow fleet./Sheridan goes alone to Z'ha'Dum to meet with the Shadows. Season Four	0 15
B5 Vol 33 Hour of the Wolf/Whatever Happened \$20.00 Londo learns that Emperor Cartagia is insane, and plans to offet the Shadows refuge on Centauri Prime. Sheridan meet: Lorien./G'Kar goes looking for Garibaldi. B5 Vol 34 The Summonning/Aportheosis \$20.00 Sheridan and Lorien return to Babylon 5, as does Garibaldi. The Vorlons go on the rampage, destroying whole worlds./Sheridar makes plans to stop the Vorlons and the Shadows, while Londoplans to assassinate Cartagia.	or s
B5 Tape 35 The Long Night/Into the Fire \$20.00	0
Vorlon killer fleets close on Centauri Prime and Coriannis Six Sheridan sends Lorien and Ivanova to find more First Ones Sheridan leads the entire Alliance fleet to oppose the Vorlons and Shadows at Coriannis Six. Molari makes plans	
B5 Tape 36 Ephiphanies/The Illusion of Truth \$20.00)
The Shadow war is over, but Farthgov now threatens B5 Bosto	
	V
reporters come to B5, wanting to know the truth	
B5 Tape 37 Atonement/Racing Mars \$20.00)
Delenn is recalled to Minbar and we learn in great detail the	3
beginning of the Earth-Minbari war. Sheridan contacts the Mars resistance. Marcus & Franklin go to Mars, but a traitor is in their	3
midst. Garibaldi agrees to help kidnap Sheridan	-
B5 Tape 38 Lines of Comm/Conflicts of Interest \$20.00)
Delenn goes up against the Drakh evil allies of the Chadaus	
While Franklin & Marcus work with the Mare registance Caribold	i
conspires against Sheridan, and Ivanova begins broadcasts.	
The religious and warrior castes ware war civil war on Minhar	
Deletin tries to stop it by challenging the leader of the warriogs to	
B5 Tape 40 Nor Surrender/Exercise of Powers \$20 00	1
Sheridan leads the White Star Fleet to engage 6 Earthforce Omega destroyers, & Londo makes an offer to G'Kar. Garibaldi	
gues to Mars, and Sheridan begins planning for battle onMare	
B5 Tape 41 Face of the Enemy/Real Time \$20.00	
In the midst of conflict. Garibaldi tricks and cantures Sharidan	
giving him over to Earthqov Bester then makes his move	
Sheridan is interrogated and tortured on Mars. B5 Tape 42 Darkness & Light/Endgame \$20.00	
The Mars resistance tries to rescue Shoridan while heart to	
The Mars resistance tries to rescue Sheridan, while Ivanova learns of a fleet of new Omega Destroyers with Shadow technology.	
Silendan leads the fleet to fight for Mars and Earth but President	
Clark will not give in easily. He prepares for coorded earth	
B5 Tape 43 Rising Star/Deconst. of Falling Stars \$20.00	
Earth has been liberated from Clark, but now a court martial looms over Sheridan. Ivanova reflects. The second episode is a	
glimpse of the next million years.	

Season Five

Season Five

B5 Tape 44 No Compromises/Londo's Long Night \$20.00
The new Captain Elizabeth Lochley takes over Babylon 5 while an
assassin prepares to kill President Sheridan. Londo has a heart
attack and miss ace his crimes before he can recover.
B5 Tape 45 Paragon of Animals/Gallery View \$20.00
Sheridan tries to forge the younger races into an alliance. The
White Star fleet go into action against unknown enemies. Then a
new alien race attacks Babylon 5
B5 Tape 46 Learning Curve/Strange Relations
A new Ranger recruit is singled out by a crime syndicate on B5.
Garibaldi distrusts the new Captain. Best comes to B5, while
G Kar becomes Mollari's bodyguard.
B5 Tape 47 Secrets of the Soul/Blind Kingdom \$20.00
Franklin discovers a sinister secret kept by an alien race. Byron
and Lyta discover a terrible secret about the Vorlons & telepaths.
B5 Tape 48 Telepaths Tragedy/Day of the Dead \$20.00
B5 Tape 48 Telepaths Tragedy/Day of the Dead \$20.00
B5 Tape 49 Release date is November 1". \$20.00
B5 Tape 49 Release date is November 1". \$20.00
B5 Tape 49 Release date is November 1". \$20.00

Babylon 5 Telemovies

B5 In the Beginning Telemovie

Set ten years before the pilot episode of Babylon 5. A human exploratory fleet approaches the Minbari borders and blunders into a surface of the pilot pilot pisode of Babylon 5. A human exploratory fleet approaches the Minbari borders and blunders into a surface of the pilot pilot

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STNG V21 Pen Pals/Q Who Q Who is my favorite episode – it features the Fe first encounter with the Borg. STNG V22 Samaritan/Up Ladder STNG V23 Manhunt/Emissary STNG V24 Peak Perf/Shades of Grey STNG V25 Evo/Ensigns of Command STNG V25 Evo/Ensigns of Command STNG V26 Survivors/Watchers? STNG V27 Bonding/Booby Trap STNG V28 Enemy/Price STNG V28 Vengeance Fac/Defector	
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Yesterday's Enterprise sees the Enterprise D on ex	xploratio
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STNG V68 Quality of Life/Chain of Command 1 STNG V69 Chain of Command 2/Ship in Bottle STNG V70 Aquiel/Face of the Enemy STNG V71 Tapestry/Birthright Pt 1 STNG V72 Birthright Pt 2/Starship Mine STNG V73 Lessons/The Chase STNG V74 Frame of Mind/Suspicions STNG V75 Rightful Heir/Second Chances STNG V76 Timescape/Descent Pt 1 STNG V77 Descent Pt 2/Liasons STNG V77 Descent Pt 2/Liasons STNG V78 Interface/Gambit Pt 1 STNG V79 Gambir Pt 2/Phantasms STNG V80 Dark Page/Attached STNG V81 Force of Nature/Inheritance STNG V82 Parallels/The Pegasus STNG V83 Homeward/Sub Rosa STNG V84 Lower Decks/Thine Own Self STNG V85 Masks/Eye of the Beholder STNG V88 Genesis/Journey's End	\$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00
STNG V68 Quality of Life/Chain of Command 1 STNG V69 Chain of Command 2/Ship in Bottle STNG V70 Aquiel/Face of the Enemy STNG V71 Tapestry/Birthright Pt 1 STNG V72 Birthright Pt 2/Starship Mine STNG V73 Lessons/The Chase STNG V74 Frame of Mind/Suspicions STNG V75 Rightful Heir/Second Chances STNG V76 Timescape/Descent Pt 1 STNG V77 Descent Pt 2/Liasons STNG V77 Descent Pt 2/Liasons STNG V78 Interface/Gambit Pt 1 STNG V79 Gambir Pt 2/Phantasms STNG V80 Dark Page/Attached STNG V81 Force of Nature/Inheritance STNG V82 Parallels/The Pegasus STNG V83 Homeward/Sub Rosa STNG V84 Lower Decks/Thine Own Self STNG V85 Masks/Eye of the Beholder STNG V88 Genesis/Journey's End	\$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00
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Star Trek Deep Space 9 TV Series (Please allow 1 to 3 weeks for delivery)

DS9 V4.08 Son DS9 V4.09 Acc DS9 V4.10 Har DS9 V4.11 The DS9 V4.11 The DS9 V4.11 The DS9 V4.13 Bod DS9 V5.01 Apo DS9 V5.01 Apo DS9 V5.03 Ass DS9 V5.05 The DS9 V5.05 The DS9 V5.05 The DS9 V5.05 The DS9 V5.06 Darl DS9 V5.07 For DS9 V5.08 By I DS9 V5.01 Ties DS9 V5.03 ASS DS9 V5.01 Ties DS9 V5.03 For DS9 V5.03 For DS9 V5.01 Ties DS9 V6.04 Ties DS9 V6.05 Ties DS9 V6.05 Ties DS9 V6.07 Far DS9 V6.07 Ties DS9 V6.01 Ties DS9 V7.02 Afte DS9 V7.03 Chry DS9 V7.04 Untc DS9 V7.05 Cov DS9 V7.06 Frod	ssfire/Return to Grace is of Mogh/Bar Association ession/Rules of Engagement d Time/Shattered in Muse/For the Cause the Death/Quickening y Parts/Broken Link Calypse Rising/The Ship king for Par "mach/Nor the Battle ignment/Trials & Tribulations Who is Without Sin/Things Past Ascent/The Rapture kness & the Light/Begotten the Uniform/In Purgatory's Shinterno's Light/Dr Bashir ple Investigation/Business As U. of Blood/Ferengi Love Songs liers of the Empire/Children of T. e of Glood/Ferengi Love Songs iters of the Empire/Children of T. e of Glood/Ferengi Love Songs iters of the Empire/Children of T. e of Glood/Ferengi Love Songs tiers of the Empire/Children of T. e of Glood/Ferengi Love Songs tiers of the Empire/Children of T. e of Glood/Ferengi Love Songs beat the Ship of the Bold Pt 1 and Pt 2 are Cordially Invited/Resurrect. istical Probabilities/Mag. Ferengi Liv/Mo Mourns for Morn Beyond the Stars/One Little Ship or Among Thieves/Changes of. ngs Darker/Inquisition. Moonlight/His Way Reckoning/Valiant It & Loss/Time's Orphan Sound of Her Voice pe in the Sand/Shadows rimage/Take Me to Holosuite vsalis/Treachery, Faith the Breach/Siege of AR-558 enant/It's Only a Paper Moon igal Daughter/Emperor's Cloak to Fire/Chimera	\$20.00 \$2
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Star Trek Voyager TV Series

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Scorpion Pt 1 and 2 are the best STV made. The	\$20.00
Scorpion Pt 1 and 2 are the best STV made. The flies into Borg space, and finds the Borg being extra based on the score of	erminated
by a deadly new species, which soon turns its att	tention to
by a deadly new species, which soon turns its at the Voyager. A Borg female joins the Voyager	crew and
previously sworn enemies now co-operate. STV V4.01 Scorpion Pt 2/The Gift	
The famels Bear initial of the Gift	\$20.00
The female Borg joins the Voyager in The Gift.	400.00
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STV V4.11 Omega Directive/Unforgettable STV V4.12 Living Witness/Demon	\$20.00
STV V4 13 One/Hone and Fear	\$20.00
A freakish transporter accident creates a lone b	ora male
A freakish transporter accident creates a lone be onboard the Voyager – with 26th Century technologies one of the best Borg episodes I've seen.	ogy! This
STV V5.02 Extreme Risk/In the Flesh	\$20.00
STV V5.03 Once Upon a Time/Timeless	\$20.00
SIV Vb 04 Intinite Regrees Nothing Human	\$20.00
	\$20.00
STV V5.00 Latent image/Bride of Chaotica	\$20.00
STV V5.08 Dark Frontier 1 & 2	\$20.00
in my opinion, this is a better Born 'movie' th	nan Firet
Contact. Voyager wants to steal a trans-warp dr	ive from
Contact. Voyager wants to steal a trans-warp dr the Borg, but a Borg queen has plans of her own f	or Seven
of Nine. Excellent	

	Various Other Movies	
Starship Tr	(Please I to i weeks for deliver) Deep Impact (M) Sci-Fi Zulu Widescreen (PG) Historical Event Horizon (MA) Sci-fi horror Hunt for Red October (PG) Indiana Jones, Raiders of Lost Ark Indiana Jones, Reinders of Lost Ark Indiana Jones, & the Last Crusade War and Peace (G) Historical Battle of Britain (G) Battle of the Bulge (PG) Historical Blade Runner (M) Director's Cut Blade Runner (M) Director's Cut Blade Runner (M) Original Eraser – Widescreen (MA) Mad Max 2 – Road Warrior (M) Mad Max 3 Beyond Thunderd (M) Sphere (M) Sci-Fi Tank Girl (M) Sci-Fi Tank Girl (M) Sci-Fi Oopers (Widescreen) MA	\$25.00 \$25.00 \$25.00 \$25.00 \$25.00 \$25.00 \$25.00 \$20.00 \$2
Otal Ship Th	oopers (Normal TV) MA	\$25.00

Wargames

Color Code

- New Item Now Available and in Stock
- New Item Not Yet Released

Complexity Key

Basic Games

(Introductory Level)

Intermediate (Still good for beginners)

Advanced Games (Veteran gamers only) Master Games (Too many rules)

Solitaire Suitability

Totally Unsuitable For Solitaire Play

Fairly Suitable For Solitaire Play

Highly Suitable For Solitaire Play

Can Only Be Played Solitaire

Company Codes

ADG Australian Design Group
COA Clash of Arms
FAS FAS FASA Corp.
GDW Game Designers Wrkshp
GRD Games Research&Design
JED Jedko Games
SDI Simulation Design Inc.
S&T S&T Magazine
TAS Task Force Games
WES West End Games
West

AH Avalon Hill
COM Command Mag (XTR)
GAM Games Workshop
GMT Not Get More Tanks!
IRO Hor Crown Enterprises
Iron Crown Enterprises
STE Steve Jackson Games
SUP Supermacy Games
TGI The Gamers Inc
3W World Wide Wargames
WIZ Wizards of the Coast

Beginner's Games

JED Basic Training

This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combact, stacking. With a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona.

\$1.00

JED Beginner's Guide to Strategy Gaming */##
A more comprehensive 55 page introductory book dealing with rules terminology &
counter symbology, notes on solitain play, plus a mini wargame of the Battle for
Moscow in 1941, with 39 counters and 3 pages of rules.

33.00

A good wargame for novice players. A well balanced hypothetical conflict in WW2 where each player's battlefield control is hindered or helped by 32 Sinaction Cards (representing a higher command). With marine, armour, infature, artillery and aircraft assets included in the 196 counters. Contains three W*x22* mapboards.

Ancient & Medieval Era

AH Age of Renaissance

Civilization in the Middle Ages. Picks up where Civilization ends, in the 8th Century. Three to six players vie to re-stabilish their civilizations via trade while advancing in science, religion, commerce, communications, exploration and civies. While gains are measured in conomic terms rather than territorial conquest, the proceedings are still warlike. Against this backflory of var, plague, famine, and religious strifts, such personalities as Da Vinci and Columbus appear to guide mankind to the threshold of a new beginning. Victory is not won at the point of a sword but in the acquisition and application of 26 Advances ranging from Caravan to Industry. Includes three campaigns, each of which can be played in an evening. Stunning mounted mapboard 22"x 32", three counter sheest, score pods, 64 history cards, etc.

Xeno Alexander's Generals

A magnificant game from Xeno games, this is the game of Alexander the Great's Successors squabbling amongst themselves, 323-281 B.C. The game is very similar in mechanics to Milton Bradley's Nogam For Z - 6 players, each with two historical generals, such as Lysimachus & Cassander, Seleucus & Antiochus, Ptolemy & Menelaos, etc. The 60 province cards are deaft equally to each player, and players then place their armies and garrisons. Armies have up to 18 units, and all stand-up counters have two sides, for fog of war. Units include cavalry, elephants, phalancy, missile troops, skimishters, garrisons and triemes. Rules are simple, so you can concentrate on playing the game! For combat, each unit has an attack value against each other type of unit. For example, Elephants till cavalry on 5+ on a D10, 23 v.25* color map, 352 color stand-up counters, 60 province cards, 4 D10 dice. \$65.00 Xeno Alexander's Generals

OUT BUSWORTH

For 2 – 4 players, who battle until the last King controls Bosworth Field, site of the last battle of the War of the Roses in 1485. Each player has 16 cards, each of which moves exactly as a chess piece. However, mathional chess strategies will only go part of the way to developing a successful strategy. With mounted mapboard.

GMT CAESAR: CONQUEST OF GAUL **/###
Using GMT's Great Battles of History rules system, this game contains \$40 counters
of Romans and Gauls, two 22x3/* maps, eight Roman legions, the different tibles of
barbarians, war galleys, sail ships and transports, a much simplified command
system, the three major land bartles of the war, the feared German cavalry.

399,00

AH Civilization

2 to 9 players lead fledgling empires along the path of political, connomic & cultural domination during the drawn of civilization (8000 to 250BC). This classic game requires no diec, vet it wallows in non-violent interaction. Athough conflicts do occur, victory cannot be achieved by military means alone. Synopsis: players direct population growth & build crities which in turn attract commerce, this trade bot empires fosters social & technological growth.

Advanced Civilization

Box set containing a 48-page rulebook & gamer's guide, additional civilization (8 new) & commodify cards, 4 new calamities, eight-player games, pillage, enhanced card attributes, simplified trading, etcl.

RGG El Caballero

on to the New World! Leave the Spanish mainland behind and set sail to discover the New World. This time your trusty Caballeros help you to control the islands and the seas of this new land. Both land and sea may contain special treasures. Once new islands and land and sea may contain special treasures. Once new islands and lands have been discovered, players mush their Caballeros to the most valuable areas to claim them. Buy crastles to protect against enemy attacks and build ships to support trade and fishing. This version includes governors and Grandes. With 40 colorful files, 52 power cards, 48 area tiles, 16 ship tokens, 16 eastle tokens, 4 wooden blocks for leaders, rules, etc.

*##

Spain in the middle ages. It is a time of awakening. The position of the king is secure, but the high aristocrats, the Grandes, look to expand their influence. Their primary weapons are the attendants to the king, the Caballeros. Each Grande has his fivorities, recruited from the provinces, which he deploys to accumulate the power he so desires. Fencing, not with the sword, but with cuming and docit, the Grandes struggle for power, sending the Caballeros openly into the regions and secretly to the Castillo. With 160 wooden playing pieces, over 100 cards, mounted mapboard, etc.

**A*##

With 100 Wooden paying process.

A game of great struggle wherein four kingdoms attempt to develop commerse, religion, political might and food. A belance of co-operation and conquest, coups coercion, only one kingdom will reign supreme in the end. Includes the cities Ur. Ninevah and Babylon, etc. With stanningly beautiful components, including mounted mapbeaud, 133 civilization tiles, 8 catastrophe tiles, cloth bag, weeden monumerns, 16 leader markers, 150 wooden cubes, 10 treasure cubes, etc. \$110.00

AH Hannibal: Rome vs Carthage
A strategy game that lets you experience the excitement and events of Hannibal's march across the Algo had his subsequent 18 year campaign against Rome. If you have massive reserves of manpower, but you will have to wait until later in the war to get good generals decks of cards which bring out events and personalities of the period, 100 cards, mounted 22x32" mapboard, 132 political counters, 64 units & enemals counters, etc.

History of the World

AFI THISTORY OF THE WOTH A beautifully designed and presented game which traces the progress of mankind from the dawn of civilization to the threshold of modern times. Starting, 5,000 years with the ancient Sumerians, a succession of 49 empires rise and fall with the rapid passing of the centuries. Players receive multiple offices of abandonning their own empire and taking over the control of a new empire that arises, so they never have to stop playing. 2 to 6 can play, and every corner of the Earth is included, from the Minoans of Crete to Alexander the Great to Napoleon, etc. A graat game 48 Empire cards, 64 event cards, four counter sheets, 32" x 22" mounted mapboard, etc. \$80.00

COA Joan of Arc

This is a popular European boardgame printed in English by Clash of Arms. For 3 – 6 players, ages 10 and up. For just over one hundred years England and France battled over who would sit on the French throne. Even within France itself factions developed. From this struggle heroes such as the Black Prince and Joan of Arc
energed. Long sieges followed short campaigns, bands of mercenaries maranded across the countryside. Famine and plague made matters worse. With a large mounted mapboard, 30 figures including 20 castles and 10 fortresses. 80 cards, 4 countersheets, etc.

GIMT Julius Caesar

960 stunning counters giving each type of fighting unit of Marian Rome, 3 double side maps, 30 legions using the Marian cohort system, with each cohort nated either veteran, recruit, or conscript. Every major battle of the Roman Civil War is covered, including Pompey, Marc Anthony, Julius Caesar, etc. Battles include Plansalus in Thessaly, between Caesar and Pompey, Minds in Spain, Pompey with 13 legions against Caesar's crack 8 legions. Thepsus in Africa, with Seipio & a Numidian ally gainst Caesar's crack 19 legions. The Pompey in the Caesar's conditions of th against Caesar, etc! Dictator: Julius Caesar Module # 1

Dictator: Julius Caesar Module # 1
Rules, scenarios, & a new full color counter sheet, allowing two new battles to be fought. Vercellace in 1018C with Consul Marius against the Cimbri under King Boeric, & Chaeronea in 86BC, Consul Sulla against Artecheaus. \$30,00
Jugurtha: Julius Caesar Module # 2 Has the battles Muthul River 109
BC and Cira 106 BC with Romans versus numidians. \$36,00
Phalanar You can't get GMT's Alexander anymore, but for those who have it is expansion has the battles of Sellasia 221BC & Muntimea 207 BC. \$36,00
Players Guide to SPQR You can't get SPQR anymore, but for those who have it this is the 72 page player's guide. \$30,00

Thave it, this is the 72 page player's guide.

C31 Magazine Issue # 10 The lastest C31 has seven new sonarios for Casar Diom in Flames campaign module including new color aircraft cards, five new SVQR scenarios with over 80 new counters, 60 other new counters.

\$14.00

The king lies near death and the princes are all vying to succeed him. To do so, a prince must accumulate power. They do this by controlling territories. Each begins with 3 castles, and each turn must choose between adding borders around new territories obtained, placing new knights, or saving gold. A visually appealing game with 100 plastic walls, plastic eastles and knights, 112 cards, 6 map pieces. \$80.00

SMG Lords of the Renaissance

A game of conquest, trade and guile in Europe and the Middle East from 1460—1499, for 2 to 12 players. Each player starts as a merchant prince or small Duchy, and also acts as either military advisor or treasurer of an empire. Color magsheet, 12 player calcandar, 236 cards, 316 counters, 201 and components in applock bag. \$55.00

A guard strategy game of power politics set in Renaissance Italy during the late 15th and early 16th centuries. The game is built upon the eleganthy simple system and mechanics of *Diphomacy*, but also adds sieges, bribes gurinsons, finances, rebellions, assessinations, and natural disesters such as the plague and famine. Mounted 22" x2" mapboard 220 counters.

ATT INIMITARY
A 3 to 5 player game of 3000+ years of Indian History beginning with the Aryan invasions from the north and ending with the unification under British rule. In this sister game of Britannia cach player controls several nationalities. 2 sheet ocuniters, a stunning 22"x24" mounted mapboard, rules, historical notes. 17 victory opinic arids, 52 s.

RGG Ra
A stunningly beautiful game that spans 1,500 years of Egyptian history. You seek to
expand your power and fame by influencing phranoles, building monuments, farming
on the Nile, paying homage to the gods, advancing the technology of the people—
and all for the glory of the Sun God Ra. With board, 16 sun tokens, 180 playing tiles,
48 tablets, 1 Ra figure, rules.

AH Republic Of Rome An enjoyable, deceptively engossing card 'n' counter game for 3 to 5 history buffs, each representing a faction of influential Senators yving for the Consul-ship of Rome. Players utilisesty compact for influence de popularity, using means both fair & foul. These unscruptious chiques must also ecoperate somewhat to ensure that Rome doesn't succurit to utilizary compacts, or to residence somes. \$35.00

RGG Samurai
In Samurai Japan, then were three forces: peasants, clergy and nobility. The way to
power led through the peasants, the clergy, to the nobility. To become a samuai, one
lad to be supported by one of these three forces, and have strong connections to the
other two. These three forces are represented in this game by rice fields, buddhes and
high halmest, the pieces made from plexiglass. The colorful board comes in four
pieces, representing all of Japan. With 39 plexiglass playing pieces, 80 tokens, 4
Japanese servans, nules. Looks cuite.

GAM Samurai Card Game

Become a samurai warrior in the Sengeku period (1467-1568), seeking to gain honor by serving a foudal warrior. His daimyo. Should he follow the honorable paths of loyalty and swordsmarship, or the dishonorable but powerful way of treacherous ninjas and gumpowder weapons? Each game is a unique test of strategy. For 3 - 6 players, ages 10+. With simple rulebook, score counter, 6 dice with clan emblems on each face, two decks of cards with stunning art.

\$39.95

MB Samurai Swords
Mitton Bradley has re-decased \$Nogon, now ne-titled \$Camural Nowde. This is one of
the best multi-player games ever produced For 2 to 5 players, the time is the mid16th century, the Age of War in Japan. Five formidable wantords prepare for a
climactic clash of arms. Their weapons are secret strategies, sneak attacks and deadly
somurai warfam. Their goal? To cash the enemy and cam the exalted title of \$Nogon.
Only one can succeed! You have three dainiyous leading field armies, garrisons, you
are build castless, fortifications or more troops, hire nuing, but be on the weach for
those backstabe! With a beautiful mounted mapboard of the whole of Japan, 406
plastic soldiers, plastic money, amy cards, production secreey servers, simple to
follow rules, plastic swords, 72 domain cards, etc. Note special price.

\$69.95\$

APL Scotland the Brave

An exciting fast paced boardgame of William Walloc's campaign against the English
in 1297. With a 11"x 17" mounted map of southern Scotland and northern England,
140 counters. 8 pages of rules and scorarios. 2 – 4 hours playing time.

\$55.00

AH Successors

The time was 326BC, and Alexander the Great had just died. Alexander had made no provisions for an orderly succession, so in a short time his Macedonian generals would be fighting among themselves to control his vast empire. A 5 to 4 player game. The beautiful mounted mapboard stretches from Europe to Persia. Each player commands two or more of the 11 generals. With 64 playing cards, mutiny, assassirs, sieges, naval combat, defections, 3 counter sheets.

\$99,00 COA The King's War

A two player operational simulation of the English Civil War. Each leader has his own individual rating, which influences all aspects of game play. The map is of all England and Wales. Each player maneuvers his forces and attempts to defeat his opponent by controlling his strategically important recruiting areas while at the same time denying the enemy access to his own. With seven scanners and the Grand Campaign. 500 counters, 22x34" map, player aid maps, charts, rules.

560.00

Campaign, 500 counters, 22x34" map, player aid maps, charts, ruses.

MAY The Settlers of Catan 2nd Printing "##
This medieval boardgame is the most popular board game in Australia at the moment. In this game, groups of settlers try to become the dominant group on the monte island of Catan by building settlements and cities across uncharted vildemess. Each player tries to guide their settlers to victory by elever building and trading. Building is beseed on these you build and the roll of the dice. This combination of strategy and luck makes Settlers an excellent game for players of all skills. With 37 gov-morphic hexagons, 120 naw material cards, 36 development eards, 4 colors of game pieces, 18 counters and dice. Thoroughly wormmental cards.

Settlers of Catan 5 & 6 Player Expansion Now five to six players

Settlers of Catan 5 & 6 Player Expansion Now five to six players can explore and settle Catan Allows you to add up to two more opponents without scorificing case of play Has 15 hexagonal region files, and in two new colors has 10 wooden settlements, 8 wooden cities 30 wooden mods, 25 resource cards, etc.

The Seafarers of Catan In this expansion, you control a group of scafaring settlers exploring and tarning the unchartred Isles of Catan. Build ships, charn reach waters, establish productive sea Islane, discover far-off mines. With 14 new edge pieces, 24 new hexagons including 12 water and 12 land, 60 wooden ships in four colons, 12 harbor tokens, 18 chits, nates.

Seafarers of Catan 5 & 6 Player Expansion Now five to six players can play Seafarers of Catan 18 30 wooden ships in two new colors, 8 ocean hex tiles. 1 gold field hex file, 6 victory point tokens, 10 exciting new scenarios. 540

MAY The Settlers of Catan Card Game */#
Settle Catan! You begin play with a small principality and two settlements worth two
victory points. Victory is achieved when you have 12 points. Just as in the
boardgame, the player's plot is to embark on a quest to dominate the land. Players
cam a victory through elever trading and cunning development. Players use
combinations of resources to purchase development cards, roads, settlements or cities.
Has 120 beautiful cards, special dice, two wooden tokens. Very nice! \$\frac{542.50}{542.50}\$

GMT War Galley

Ancient naval combact With 560 double sided color counters, two mapsheats, one without land, one with, thinteen naval battles are covered, including Lade 494 BC. Salamis 306 BC. Drepanum 249 BC, Actium 31 BC, etc. Hes all the great adminals, even Agrippa, Hannibal and Cleopatin, play sequence is maneuror-oriented. Galleys are matel also for erew, marpower, speed and ram. Special weapons. 399,00

Napoleonic Era

OSG 1806

**/###

Napoleon's Jena-Auerstadt Campaign. Uses Six Days of Glory rules system, nine scenarios from engagements to the full campaign game, two 22x34" maps. 280 counters, OB displays. Can you as Napoleon defeat the Prussians & Savons? \$90,00

COA 1807: The Eagles Turn East

**/##

1807: The Russians have abandoned Warsaw with the French in hot pursuit. Napoleon knows that he is 400 leagues from Paris and on the threshold of a hard castern European winter, but he must have the opposite bank of the Vistula River if the campaign to be launched in the Spring is to have its best chance of success. He orders Lanues to cross over, with 400 counters for every major commander individually rated, brigades, divisions, corps, artillery, cavalry, & infantry.

**/###

MiH A FAMOUS VICTORY
John Churchill, first Duke of Marlborough, was the greatest soldier produced by the
British Isles in modern history. This game features his first two stumming victories
fought during the War of the Spanish Succession, being Blentheim in 1704, and
Ramillies 1706, two great musket and bay once battles Bartalion/regimental units. 720
worsided counters. 22-24" may from map on each side).

575.00

Art Diacktobearu

An extremely flast paccel 1 to 4 player game of the high days of pirates. You command several historical pirates and king's Commissioners. Fast Action cards bring merchants over the horizon, or ports to be sacked or plundered. But all manners of ill fortune can get in the way, such as warships, storms, scurry, multiny, etc. 2 mid mapboards, 16 page niebook, 64 cards, 8 ship (sps. 2 counter shocks: \$85.00

Another stunning Napoleonic game by Games USA, this one featuring one of the most exciting battles of that time - the titanic clash between Napoleon and the most exciting battles of that time - the titanic clash between Napoleon and the Russians at Borodino in 1812. Giving a "minitatures feet," the counters of divisions armyed in line for beatle. With four scenarios, uncluding the full battle Bock printed counters in the feet of the full battle Bock printed counters flowing lithantry and cavalry in line, artillery batteries ready for action, and national flags for leaders, providing fig of var. With 340 counters, 18 '23' map. 343.00

Ings for exects, provinging edge.

COA Close Action - Fighting Sail
The Age of Fighting Sail. Allows you to captain a ship of the line in 24 scenarios spanning the years 1780-1815, with ship versus ship to fleet actions. Covers the American War of Independence and the War of 1812. & the history contested were for Napolson. Range attenuation and damage charts allow assessment and allocation to occur in real time. With 70 colorful ship counters, 140 status markers, charts, tables.

COA Courtisans of Versailles

This is a popular European boardgame printed in English by Clash of Arms. For 3-6 players, ages 8 and up. You are a courtier of the court of the French King, set against the backfup of Versailles. You will successively play the part of several members of a noble family. You want to acquire honor and wealth by ingratizing yourself with the royal family. But the other players will try to embarrass you and have you sent to Bastille! With 110 cards, 2 figures, game board, etc.

S&T193 Crimean War 1854-55

S&C1193 Crimean War 1854-55
Operational level simulation of the fighting between Russia and the Alliance of European States in 1854-55, which saw the destruction of the Light Brigade and eventual fall of Sevastopol. 280 counters, large color map.

\$30.00

Empires In Arms AH Empires In Arms

A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised his bloody era. Contains 1008 counters & two 25\cdot 35* lmaps. The 48 page nelebook covers suring for peace, foraging, sieges, made revenue, Spanish gold, civil disorder, levies, guernilas, etcl. A magnificent multi-player simulation of great scope & grandeur with 5 scanarios & 4 campaigns.

H Fields of Glory 1709

**/###

Leaders Great Battles series, volume 2 Focuses on the battles of Martborough
leararde 1709 and Malphapuet 1709) and allows you – for the first time – to take a
look at the early bayoneted musket battles. Uses an innovative interactive MiH Fields of Glory 1709

COA Jena
1806AD. With five scenarios that span the opening engagement of Saalfeld through
the incredible French victories of Jena and Auerstaedt. The Campaign Game opens
with the Franch corps exting the mountains of Franconia and Thuringia. With 3
34 'V.22' maps. 420 counters; rules, combat chart, offboard movement track. \$50,00

COA La Bataille de Corunna-Espagnol 1869. January 11th: A very much worse-forware British army straggles into the port of La Comaine. But what really matters to Sir John is that the flost has not yet arrived. Can sir John by enough time on the field of battle to allow his army to embark upon the higher of battle to allow his army to embark upon the higher when they arrive? With 3 scenarios, 34x44" map, 200+ colorful counters, tasks, bistorical commentary, etc.

COA La Bataille de les Quatre Bras

The second game in the Waterloo series. This reproduces that flateful aftermoon on one
34x22" period map with nearly 600 counters. Marshall Ney is given command of the
left wing of the Armee to pursue English troops spotted near Brassels. He launches a
drive for the Belgian capital, but first must seize the all important cross roads at
drive for the Belgian workwhere in the tall vie and light woods ahead waits the
Dake of Wellington and thousands of English and Allied troops.

\$70.00

COA Regulations of the Year XXII This nulebook is the Standard Rulebook, Fourth Edition, which may be used with all La Baratile games. This nulebook is a guide to tactical warfare in the early Nineteenth Century. Covers all rules, counter types, terrain types, manocuvring, etc. 60 pages combat charts.

COA Leuthen
It is December 1757. Under threat from losing Silesia, Frederick marched his ramaining army of 40,000 men composed of Rossbach veterans and Breslau survivors against Charles nearly 60,000 polygenous force of Austrians, Hungarians, Imperials, Bavarians and Wurttenbergers. This became Frederick's greatest victory, Unit scale is infantry batalions, cavalry regiments, artillery 'sections. With rules, 40 page battle rules book, 4 maps, 200 colorful unit and leader counters. 280 markers, etc. This is a special limited edition.

COL Napoleon
Mapoleon, former Emperor of France, had neturned from exile on the island of Elixa again seizad power, quickly assembled an army, and marched to face the British and Prisssian armes preparing to invade France. This is where the game begins. Has a full color mapboard 22"x 17" of southern Belgium. All three armies maneuvre about this board which uses a point to point movement system. The units are 84 wooden blocks with a sticker facing the player, for Fog of War.

OSG Napoleon at Bay

It is February 1814, with the outnumbered French holding the river lines. Napoleon cannot be everywhere, and the Allies will soon be at the gates of Paris. With two 22x32" maps, 360 counters, seven scenarios plus 31 turn monster campaign, pitched battles can last many rounds, you can force march in the enemy turn, etc.

COA Napoleon at Leipzig

His Grande Annee shattered on the Russian Steppes. Napoleon tries to regain the initiative in Germany. His erstwhile allies Prussia and Austria turn traitor and attack lim. His most stolid foe, Russia, sends its massive army lumbering across the Vistula lim. His most stolid foe, Russia, sends its massive army lumbering across the Vistula in His most stolid foe, Russia, sends its massive army lumbering across the Vistula his His Depression of the North Control of

S&T187 Risorgimento, Italy 1848

The 4th game in the Wars of the Imperial Age series, the Italian 1848 War began against the Austrian army with the 5 Days of Milan, as the Italians arose in revolution 280 counters represent brigades, divisions & corps. Scenarios cover battles fought in 1866, 1848, and 1859

PAR Risk Deluxe

Without doubt one of the most popular and famous board games, this deluxe version of the game is well worth the investment. Set in the Napoleonie cm. 3 · 6 players each begin with the world equally distributed amongst themselves. Players then distribute their botations upon those world areas they own, placing one or more botations on each area. Each player is also given a secent mission card. Combat is very simple, merely one dice thrown per botation you have in combat in that area. With a large, coloridi mounted mapboard, mission cards, land cards, 300 plastic figures. \$700.0 Over the Trenches By GoBPG, this is a Risk variant that lets you play World War One. Has two large color maps, rules and player aid charts.

540.00

Over the Trenches Upgrade Set Same as the above except without the maps.

*####

1777 and the British under General Burgoyne march south from Canada to assault the Americane under Amold. As the British, do you assault the Americane prepared positions with you go around their flank? As the Americane, do you sit in your defenses and wait or sorte out to meet the British in the woods where their artillery cannot help. Features 3 minute setup, anny morale track, filled amond units, leaders, basic, advanced, and optional rules. 88 counters, beautiful 22x34" map.

\$55.00

JUM STRATEGO
One of the best mass-market wargames of all time, up there with Chess and Risk. Stratego is at two player game set in Napoleonic times. Each player has 40 plastic picose, with one Marshall, one General, multiples of lower ranks including Majors. Sergeauts. Bombs and Miners, one Spyr and one Flag. Your opponent only sees the back of your picces, only you know what they are. There is no luck involved. Each may out move one picose. When you want to attack another piece, you each turn your picce around. The higher rank wins, and the lower rank is removed. Same ranks kill each other. The Spy is killed by anything, but he can kill the enemy Marshall. Boms had been still everything except for Miners. Your objective is to kill the enemy Flag - that's the only way to wim. The game comes in several formats, as below:

Stratego Travel

Stratego Travel

Stratego Compact

Stratego Compact

Stratego Corpignal

This is the version I our. A 19" x 10.5" mounted mapboard and 3D plastic piecos which stitled each still the soldies be seen. JUM STRATEGO

STratego Original

This is the version I own A 19" x 19" mounted mapboard and 3D pleatic pieces of little castles with the soldier's picture.

Stratego 4

This is four or three playor Stratego - and with a few changes! The mounted mapboard has two sides - one for 3 players and one for 4. The 3D plastic pieces have made to soldier's rank inside them, so them on your flanks can't see the rank You have 20 pieces each. There is no them of of the formess - and keep if there - to win. Other players can capture your flag and rank it is an experimental to the post of the formess - and keep if there - to win. Other players can capture your flag and rife and only once each, with of range of 3 squares and a clear line of sight - but videous flow once each, with of range of 3 squares and a clear line of sight - but videous rife with sides. The rew rank of Captain can move 2 squares, life Scouts You also have a "Promotion Card". After you have recorded 6 kills of enemy pieces, you can get back one of your losses. With a 19" x 19" double sided mounted mapboard, 80.3D plastic pieces, 4 plastic flags, plastic fortress.

DEC The '45

Bonnie Prince Charles' artempt to grab the English throne resulted in him overnaming Scotland and marching to London, but the battle of Culloden smashed all hope. This game features an accurate order of battle, the game features scenarios that allow players to examine the campaign at six important tunning points. The unit scale is regimental with detacthed companies. The map is point to point movement. 352 counters, map, etc.

352 counters, map, etc.

OSG The Emperor's War 1805-1815

One of the best games of Napoleon's battles that I've scen. Features a beautiful full color ana-movement map of the whole of Europe, including Turkey, France Prussia, Austria, Russia, Spain, England, etc. Two to seven players we for dominance of Europe between 1805-1815. On land, the units represent divisions of cawalry and infantry and massive grand batteries, while at sea cach ship represents a squakron of sailing vessels. When opposing land armies meet for battle, the units are deployed on a battlemap, like a small miniatures game. 560 color counters, play aid cards. 2;2x47

map, game money, etc.

DEC The Sun Never Sets

Three separate games of the major wars fought by the British to expand their Empire in the 19th Century Players can march to the far flung inorties of British civilization, engage vast hordes of natives, and plant the British flat in Akhattuan Peking, and Ulundi. The three campaigns are March to Peking, with British and France in 1860 taking on the Chinese: Zulii War with the British against the Zulius in 1879; and The

Sudan, with three scenarios of General's Gordon and Kitchener taking on the African Mahdists. With 2 34x22" maps, 620 counters.

GMT The Battles of Waterloo

Modem warfards most famous battle. Do you try to take Hougomont? Where and
when do you could be a failure of the description of the Pressions? The
game features the most stuming Napoleonic counters I have seen, and features five
scenarios. Features rules with a historical flavour. 480 counters. 3 double printed
maps.

AH War & Peace In 1804 Napoleon Bonquare was made Emperor of France by self-connation Incursed by his outrageous affront to the legitimacy of their rovalist government, the European monarchies branded Bonquare an outlaw and plunged the continent into a decade of war. This epic conflict is necreated in nine moderate-completely campaign somanos plus a multiplayer 1805 to 1815 Grand Campaign! Components includes a 4%-16* mapboard and 1640 counters featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor affices. War & Peace

In July 1812, the young American Republic sought to redness grievances against Britain by declaring war and invading British territory (Canada) to the north. After a bitter thirty month straggle known as the War of 1812, the conflict ended in a negotiated stalenate. With a full color 32'x|1" period map with town to townfake to lake movement system; 50 wooden pieces with a sticker on one face to give fogger-war, simple rules.

AH Wooden Ships & Iron Men
An excellent textical simulator of nead warfare from 1776 to 1815 - where two
players can particle in a single flow or multi-players can slug it out in a complex
flost engagement. The mechanics did is of multi-players can slug it out in a complex
flost engagement. The mechanics did is of simulation to slughe the create the spontaneity & unproduct for 510 to ship combe. With
27 socnarios. a 22"x28" mapboard & 180 counters. Recommended!

500.00

American Civil War

SG Bloodiest Day: Battle of Antietam

Featuring a beautifully handpointed 22x34" mapsheet, this game is based loosely upon the Turning Point at Nadingrad system of area movement. Uses alternating impulses to capture the ebb and flow of Civil War battle as attack and counterattack build to a crosscendo of combat. Units are brigades, half brigades, and supporting artillery. Players must think in terms of getting heir corps comanders to commit their brigades and divisions to the right place at the right time - there is no micromanagement. The counters, represent this hard fought battle in 1862, which sees the end of Lee's invasion of the North.

COL Bobby Lee

Another excellent wooden-block game from Columbia Games. This game brings to life the American Civil War from 1861-65, covering the war in the east between Richmond and Washington, You can flight a campaign or five scenarios covering First and Second Battles of Bull Run, Antictum, Fredericksburg, Gettysburg, etc. With a stunning bev based fill color 22" x 25" mapboan. 48 word counters with stickers, etc. Once enemy units both occupy the same hex, a battle is resolved using a full color battlefield map, with left and right flanks, centre, and reserve, for both players.

Covers three bordes, First Manassas, Second Manassa and Chickamauga. The game system combines sophistication with case of accessibility - the rules are less than 8 pages long, with almost no charts. The seconario booklet includes unit deployment very few optional rules, and specific victory conditions, high suited to solitaire play, and all bartles occur on single maps. 400 counters. 2 x 22"x,34" maps.

570.00

COA Lees Takes Command

A two plaver simulation of the Seven Days Campaign of 1862 that broke McClellans siege of Richmond. This event shattered Union hopes of ending the war quickly and gave birth to the legend of Lee and his invinsible Amy of Northern Virginia. Includes a 22"x34" map, 240 counters, two nilebooks, player aid cards. \$37.00

Includes a 22"x34" map. 270 Continued AH On to Richmond

AH On to Richmond

The 6th in the Great Campaign series. The Civil War has been eging for over a year and neither side is close to a victory. This game covers the Peninsula Campaign.

April - June 1862. Includes 8 scenarios and an entire campaign.

\$80.00

April - June 1862. Includes 8 scenarios and the scenarios and a laft long CoA Summer Storm

Recreates the climatic week of action that decided the month and a half long Gethysburg campaign in 1863. With a unique system of command points and divisional activation dutts. With four lovely hand painted tactical magnaking a total area of 51x44°, plus two doubleblind operational maps; each 17x22′, 980 counters, full color order of battle charts, scenarios, historical commentary.

S130.00

COA The Army of the Heartland
During the four bloody years of the American Civil War, many of the most important
campaigns occured in the West, the "heartland" of both sides. It was here that the
tabl Army of Tennesses pound out its blood. Johnston blooding to death in a Shiloh
peach orehard, the fruitless victory at Chickennauga. With over 90 individually rated
leaders, 560 counters, two 34" x 22" maps, nine scenarios plus campaign.

360.00

SG They Met at Gettysburg

Featuring a beautifully handpainted 22x34" mapsheet this game is based loosely upon the Turning Visin at Stalingard system of area movement. Uses alternating impulses to capture the ebb and flow of Civil War bartle as track and counteratack build to a crescondo of combat. Units are brigades, half brigades, and supporting artillery. Plaves must think in terms of getting beir corps comanders to commit their brigades and divisions to the right place at the right time - there is no micromaragement. 325 counters represent this three day battle, the bloodiest ever fought in America, which saw the defeat of the Confederate army.

World War One

COA Africa 1880

A sunning boardgame by Clash of Arms Relive the African colonial adventurel Between 1880 and 1914. European nations fiercely raced to gain control of the "dark continent" Each player regular antion exploring and colonizing Africa. The success of their adventure, become a nation exploring and colonizing Africa. The success of their adventure, become a nation exploring and colonizing earlier adventure, become a nation exploring and colonizing and latence and declaring war are what change the face of the way. With 22 rentirecast, stained miniatures, 180 counters, a stunning mounted mapboard of Africa, and rules. Nicc, simple rules!

AH Diplomacy

A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out niches for themselves in pre-WWI Europe. The game's dice-free mechanics are simplistic in design, allowing players to immerse themselves in the machiavellian politics of empire building. Military successes will still win the day, but only if built upon prudent diplomatic machinactions.

365.00

but only it built upon prudent diplomate machinations.

COA Home Before the Leaves Fall

This is the best and most comprehensive WWI wargame ever released. The game covers that fateful summer of 1914, when the German Empire made its strongest bid for victory in the West. In addition to the grand campaign game, scenarios highlight specific army actions during the battles for the Frontiers, the Retreat from Mons, and the Miracle of the Mame. Units represent battalions, regiments, brigades, and divisions which in turn comprise corps and armies, 3,080 beautiful counters feature full color period national symbols and heaps of unit detail. Also has two 34"x22" maps, 24 army charts and displays, standard rulebook, exclusive rules and scenario book with historical commentary.

MIH In Flanders Fields 2nd Battle of Y press

****P###
Focuses on the Second Battle of Y press in 1915 when the Germans launched a terrible attack upon French. Algerian and British forces Suitable for solitaric and multiplayer gaming 22x30 map, 280 counters 36 page inblook, and a historical guide with articles by eye-witnesses, game design notes ete No box

**S60.00

INITI LOUZ 1914
An operational simulation of the clash between German and Russian armies in Poland during November and December of 1914. Both German and Russian armies manoeuverd franticially attempting to encircle each other. With 22"x4" map 720 counters; rules, four player aid cards. Boxed \$110.00 Unboxed \$90.00

SMG Luftschiff

The player controls the crew of a Zeppelin over Britain, Europe, or Africa during the first World War. Each game is a single bombing run, and as the campaign progresses,

enemy resistance increases, with new rules and advanced defenses being used Second rate components in ziplock bag. \$32.00

GRD March to Victory

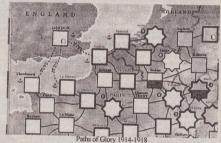
This war to end all wars was fought in the dawn of new technology that laid waste to east empires and their armies. Virtually all our modelm weapons were first used in war war. The factics were not Mass attack resulted in mass destruction. The Great Mass areas that the state of the faction of the destruction of the Great Mass attack resulted in mass destruction. The Great Mass areas that the faction of the destruction of the state of the faction of the destruction of the destructi

COM Mason-Dixon

Contains large color map plus 538 counters to let you explore the possibilities of the USA fighting the Confidentaes in either 1917, 1940, or 1995. There are counters for all three possibilities. Also contains 352 counters and map (the reverse side) to represent a 1995 war in the Balkans.

A different style of wargame. One player controls the American punitive expedition to punish Pancho Villa and his four regiments of bandidos. The Americans have repeater-armed caralyr, three troops of volunteers in filmsy trucks, a couple of machine guns, etc. Second rate components in ziplock bag.

GMT Paths of Glory 1914-1918 GMT Paths of Glory 1914-1918
Step into the shoes of the monarchs and marshalls who triumphed amplied from 1914—1918. At the heart of this strategic game are 110 strategy cards, being Mobilization, Limited War and Total War cards. Cards cover Landships, Zeppelin Raids. Grand Fleet, Flamethrovers, etc. Movement system is point to point of all of Europe. 316 counters, 110 cards, map.



S&T180 Reinforce the Right! 1914 A game for two players based on the opening campaign of World War One in 1914. One plays Germany, and the other French, British, and Belgian units. Can you as Germany bing to completion the Schlieffen Plan to reinforce the right sufficiently to take Paris! Can you as the Allies stop this from happening? 280 counters, large map 257,00

AH Richthofen's War

All the drama and action of aerial combat over France during WWI. Each player controls one airplane, attempting to shoot down opponents on the way to becoming an ace. Each aircraft is unique in its own performance. With 22"x24" color margocard of France, 180 counters, rules, scenarios, aircraft status pad.

The Great War at Sea Vol I **/## AP The Great War at Sea Vol I **/##
This is the most stuming WM laval wargame I have sean. With gorgoous full color counters of ships that fought in the Mediterranean from 1911 to 1918 from the countries France, Russia, Austrai-Hungary, Turkey, Germany, Great Britain, Italy, and Grocce, Players plot the movement of their fleets on the strategic map in advance. When opposing fleets meet, play moves to the battle map where ships maneuver and fice on each other with guns and toppodoss More than 50 scannios necreate naval actions in the Mediterranean, and range from small actions to a massive campaign game covering the whole war in that theater. With 8 pages of rules. 280 ½ inch counters and 180 1° counters, three maps. Fantastic.

\$80.00

AP The Great War at Sea Vol 2 **/##
The complete World War I Northem Sea War, including the North and Baltic Seas With stanningly beautiful contents. For four long years the British and Gorman Resea With stanningly beautiful contents. For four long years the British and Gorman Resea warily eved one another need to be deed. Belling great of the North Sea. Only once they came to blows. Can you break paid to detect the Great War in a single aftencom? Fleets maneuver on the strategic map, and be offer on the beatle map. With more than 50 scenarios including the Bartic of Justinal. 670 counters. § pages of rules, 24 pages of scenarios. Thoroughly recommended.

AP The Great War at Sea Plan Orange **/##
What would have happened if the USA and Japan had gone to war in the early 1936s? When their carriers were equipped with bi-planes only? The US developed the Navy Plan Orange to deal with such an eventuality. Now you can pit the 1930 US and Japanese fleets against each other and find out what would have happened. Socration include small engagements up to a Justiand sized battle. With 210 stuming counters, 2 maps, 8 page rules, 12 page scenarios.

S&T192 The Great War in the East 1914-18 **/##

The battles that raged on the Eastern and Italian fronts of World War I had effects so broad and far reaching that they are felt in the world today. The result of these battless of four years of total war-were that the great importal hegemonies—German, Austro-Hungarian, Russian and Ottoman – were dead, and that from their ashes was to emerge communism, fascism and the origins of decades of conflict. With a beautiful map and 400 back printed counters.

\$36.00

AP The Russo-Japanese War 1904-5 ***/### 20th
A Great War at Sea game. This was the most decisive may be bettle of the 20th
century, which saw the decline of the Czar and rise of the Emperor. With 25 x30**
strategic map. 25 x32** tactical map, historical sectrations, what-if scenarios, just Appear of rules and 12 pages of securious 210 to-statisful counters.

575.00

An entertaining multi-player (3 to 7) wargame of social turnoid and military expansionism set in the faction-from provinces of China from 1916 to 50. The simple mechanics include such things as famine, revoks, foreign aid, guernilla warfane, & texestion. Victory is dependent upon how well one dominates inter-player skill such as bribery, coercion and negotiation.

World War Two

AH Atlantic Storm

From September 1939 through May 1943, the German Wolf Pack submarine force sank 2,452 Merchant Marine vessels carrying 13 million tons of needed war materials for Great Britain. Includes two decks of cards, one with 40 historical convoys, the other being 112 cards of the forces of the two opposing sides. Even the Bismark and the Hood are included in the game, as both players fight battles over the 20 convoys that sail in each game. The cards feature stunning artwork with B&W photos of ships, subs, aircraft, weapons, leaders, etc. A great looking game with nice short rules 2 to 6 players

player

MB Axis & Allies

A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy band, as well as increase their vital industrial resources to thus increase amament production. Mechanics feature secret weapon development strategic bombing, and submarine arrafare. Components include a colorful 19-33 "mapboard and 299 plastic miniatures representing infrarity & tank armies, carrier task forces, destroyer flotillas, sub packs, flighter & bomber squadrous, Ad divisions, etc. This is a great game where you can happly quadrite by Biner and still wint Recommended.

The World At War By Xeno Games, this is a delivee Axis & Allies expansion. Crives more necessary and the color map that is with 236 plastic playing pieces in four colors, and a 18'x30" full color map that is with 236 plastic playing pieces in four colors, and a 18'x30" full color map that is with 236 plastic playing pieces in four colors, and a 18'x30" full color map that is with 236 plastic playing pieces in four colors, and a 18'x30" full color map that is with 236 plastic playing pieces in four colors, and a 18'x30" full color map that is with 236 plastic playing pieces in four colors, and a 18'x30" full color map that is with 236 plastic playing pieces in four colors, and a 18'x30" full color map that is with 236 plastic playing pieces in four colors, and a 18'x30" full color map that is with 236 plastic playing pieces in four colors, and a 18'x30" full color map that is with 236 plastic playing pieces in four colors, and a 18'x30" full color map that is with 236 plastic playing pieces in four colors, and a 18'x30" full color map that is with 236 plastic playing pieces in four colors, and a 18'x30" full color map that is with 236 plastic playing pieces in four colors, and a 18'x30" full color map that is with 236 plastic playing pieces in four colors, and a 18'x30" full color map that is with 236 plastic playing pieces in four colors, and a 18'x30" full color

40 – Wargames: ASL – Europa

A&A Accessories By Table Tactics, contains 275 new plastic pieces and instructions. New pieces include heavy fighters, jeeps, jettighters, land mines, landing craft, superbombers, V2 rockets 560.00 Central Powers By Table Tactics, contains 200 new plastic pieces and instructions. New pieces include MGs, artillery, AT guns, WWI tanks, Half tracks, cruisers and destroyers.

560.00 Europe 1483 Variant Set in Europe 1483 AD, players assume control of one of 16 different kingdoms for control of Europe, Middle East, North Africa, Hes 287.94 map, 16 page rules, 2 bettees of uneut-counters. Low quality.

540.00 Middle East Combat A hypothetical war in the Middle East, between the USSR and Ina, with formidable armored and naval forces, against Inan, Turkey and Saudi-Egypt, Includes fall color map, random event tables, modern weapons. 540.00 New World Order By Table Tactics, contains 200 new plastic pieces and instructions. New pieces are for modern day combat. including helicopters, is diplates, tanks, APCs, howevernat, etc.

500.00 Spanish Civil War This variant includes two light card B&W maps of Spain, plus limited rules. You need A&A pieces and rules to us:

JED Europe at War

A low complexity grand strategy game where 1 to 4 players direct the eco-nomic & military growth of a European power from 1941 to 45. Features 282 counters prepassing leaders, inflariny armies, amounted cops, elite forces, aircraft & naval assets, play three 87-222 mapheards. The rules occur the influence of the naval war & 250,000 are 100 are 100

XEN Europe at War

XEN Europe at War

By Xeno Games, this magnificent game of WW2 in Europe & North Africa
is in the league of Axis & Allies. With 290 plastic pieces in 6 colors,
representing infantry, tanks, artillery, fighters, bombers, merchants,
transports, battleships, eccorst, carriers & subs. The rules are short and
simple too! The game starts in 1939 with the invasion of Poland, and
continues until one side wins. Two to five players can play, controlling
continues until one side wins. Two to five players can play, controlling
formany, Italy, Rumountres France. Britain. Poland, Russian, USA,
Germany, Italy, Rumountres France. Britain. Poland, Russian, USA,
Germany, Italy, Rumountres France. Britain and Poland, Russian, USA,
Germany, Italy, Rumountres France. Britain and Poland, Russian, USA,
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Germany, Italy, Rumountres France. Britain and Poland, Russian, USA,
Germany, Italy, Rumountres, Walley, Polander, Pol

Supplied to Signature (Section 2014)

Step into the shoes of Patron and Montgomery to lead Allied forces into Sicily in the largest Allied amphibious invasion of WWII. The Germans resisted the Allies for six weeks before being overwhelmed. Can you do better? With four scenarios, and the option to use different invasion strategies. 240 counters, 22x34" map.

DEC Kreig! 2nd Ed DEC Kreig! 2nd Ed

Super delive second edition of Krieg! 560 counters, 153 strategic option
cards, 10 player aid cards, scenarios, a scenario generating system, 2 x
34"x22" maps. Dne Nov.

\$160.00

Squad Leader 4th Edition An award-winning & popular tactical game of small-unit combat in Europe. 712 counters representing individual leaders & vehicles, infantry squads, support wapons, fortifications, etc. Four 8"x22" mapboards. Includes 12 scenarios, plus comprehensive skinnish rules.

comprehensive strimish rules. Cut- rout wx22 mapocarus, incluses 12 secanans, puis comprehensive strimish rules. \$70.00 Cross of Iron An cast-front expansion for Xquad Leader that features a restructured amor and artillery system, as well as new troop types (eg cline) and support wcapons, includes 8 sconarios, an 8"x22" mapboard, 10% counters. \$55.00 Crescendo of Doom Introduces the troops, vehicles and equipment of France and England to the system, as well as a host of minor nationalities, including Polland, Belgium & Finland With many new rules, 2 mapsboards, 1324 counters. \$65.00 GI: Anvil of Victory Its the Americans, plus revised infinity, counters for the other combatants. And naturally it contains more advanced nie additions, plus 14 secanaiso, 1568 counters, 5 mapboards, and some terrain overflays.

Securios. 1568 counters. 5 mapboards and some termin overlays.

***/##
An absolutely stuming new game from Columbia Games, using their excellent wooden blocks to create fog-of-war. Featuring a mythieal map, this is a fist pocod strategy game. You command a variable force of army, navy, and air units over four geomorphic maps that can be joined together in a variety of ways. You can choose from ato WW2 unit types including fighters bombers, carriers, buttleships amore and infants. 100 wooden block being one divisions 100 planes. buttleships amore and infants. 100 wooden block has 4 steps, each being one divisions 100 planes. buttleships amore and infants. 100 wooden block has 4 steps, each being one divisions 100 planes. buttleships, ear 575.00 Victory: Desert/Cantal Mapset Contains two island maps, each with two coasts. Each full color mapboard is geomorphic and 16 'X11''

Victory: Obecal is geomorphic and 16 'X11''

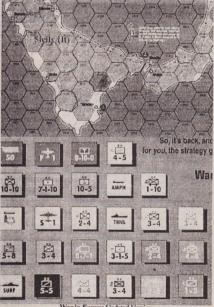
\$18.00

Victory: Obecal is geomorphic and 16 'X11''

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DEC War in Europe Updated Version **/###

War in Europe is the largest ever wargame to be published. It simulates the war in Europe from 1939 - 45 at division/corps level. There are nine staming 22*3-34*
maps. Over 25 countries are delineated with their industrial and resource centers, major and minor ports, cities, rivers, etc. With mid conniers, 480 new to this version, including artiflets. General motored on 4.080 counters, 480 new to this version, including artiflets. General motored on 4.080 counters, 500 etc. General control of the control of the counters. Soviet Guards, French annoted divisions. You must manage your own Vor feetings, Soviet Guards, French annoted divisions. You must manage your own so countries, our control play just the Eastern front for the whole war. Strictly limited stock available. \$200.00



ADG World In Flames Deluxe 6th Edition ***/###
Award-winning Australian game. A strategic level game of the Second World War.

Seven full color maps portray all the theatres of war. Europe, Russia, Africa, the Middle East, India, Asia, the Pacific, the Atlantic, and more importantly Australia. 3,400 full color counters represent the armies, corps, and divisions, the aircraft carriers, battleships, emisers, and air groups that took part. Players make strategical decisions that decide the fate of razions. What forces to produce, where to commit them, and when and how? This final edition has new, applically stamming maps and counters. The maps have larger beese with the most accurate terrain vet seen in a strategic game. This delive version includes Ships in Flatnes, Planes in Flatnes, Asia Affane, Affica Affane, Affica Moets in Planes. All their rules have been revised, simplified and incorporated into the main rules. With scenarios and campaigns. Throughly occurrentended.

\$169.00
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\$416.00
World in Flannes Classic Basic edition.

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World in Flannes-the-Final Edition. It contains new counters, and the revised maps are now of the same stuming quality as WFF-the-final edition. Has 400 counters and maps for Africa and Seandaravia.

\$300.00

are now of the state statining quanty and provided the property of the property of the provided provid

magar nick sook, charts, die.

99,00

AMERICA IN FLAMES Update Kit Contains as above, except only has incomplete rules You must own Wif Deluve to use this.

\$85,00

CARRIER PLANES in Flames 280 counters, the Carrier Planes in Flames nulss supplement, Final Ed combat charts. Termin Effects Chart

300,00

DAYS OF DECISION II A game of polities and war during the volatile years 1936-46. You, as leader of one of the nine major world powers, must guide your country through these dark and difficult times, pitting your wits against the other world leaders to ensure that your ideology holds true and your country vits against the other world leaders to ensure that your ideology holds true and your country with 800 counters, lange mag, nulse, charts.

70,00

WIF Annual 1998 Includes Leaders in Flames expansion, with 140 counters, players notes for every major power, 16 page rules insert, all the latest from the WIF world, etc.

\$80,00

Advanced Squad Leader

ASL News!

Multi-Man Publishing have acquired the rights from Hasbro to continue producing Advanced Squad Leader. They are currently working on several new titles, plus a re-vised reprint of the basic rules. The first new product is the ASL Journal Issue One.

ADVANCED SQUAD LEADER

ASL Action Pack # 2 By MMP. Contains mounted mapboards 46 & 47, two sheets of hill and building overlays, additional chapter B rules, and the state of hill and building overlays, additional chapter B rules, and the state of hill and building overlays, additional chapter B rules, and the state of the sta

GUING-HU. MODULE 9 Contains 1008 counters introducing the nugger. US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages for Chapter G. Chinese notes for Chapter H. two mapboards (#88 & 29) 19 beach/sea/vivro verlens, and 8 secandos. \$115.00 CROIX DE GUERRE (Cross of War) MODULE 10 This module adds the 1939-40 Franch, Viels, Franch, and Free Franch to ASL it contains the entire order of battle including personnel, vergenors and vehicles, two new mapboards (#40) and #41), one sheet of building, stream, etc overfay, 8 pages of revised rules. Chapter H historical & DVO, and 8 securities. There are over 600.

DOOMED BATTALIONS MODULE 11 9th April 1940 - threatened new scanarios with overfars, and, Allied Minor Armor and Ordnance, New SS.00 RED BARRICADES HISTORICAL MODULE I The mapboard, 31x45°. has 1° haves depicting Stalingard's huge Red Barriendes ordnance factor, and surrounding environs. Also Chapter O. 88 counters for marking fortified buildings, Cellers. AT ditches, etc. Includes three separate Campaign games for street footbring.

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force - is added. Six somanios, and one monster scenario uses all the maps 22 mags. 795.00
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D Company. 2nd Oxfordshire and Buckingham Light Infantry size a key bridge
over the Cam Canal in Normandy. They repulse eight different German

counteratacks from the 21st Panzer Division and 716th Infantry Division until relieved With on 22 'N2' map, Chapter Q, 224 counters, 16 scenarios \$70.00 BLOOD REEF: TARAWA HISTORICAL MODULE 5 Follow to and Masine Division ashore as they attempt to setze the island of Betio. With two hie Jun Mannie Divisioni againe as una Juneania de la Mandepainted mapsheets depicing the Japanese stronghold Nov

A BRIDGE TOO FAR HISTORICAL MODULE 6 British
Paratirooners sieze a grand bridge in Amheim and hold out against the 9th and 10th 52

Parathroports size 2 grand bridge in Amheim and hold out against the 392 and 1895. Solution of the parater Divisions, and are soon flighting over city blocks, Dec.

SOLITAIRE ASL SOLITAIRE MODULE 1

Hammerous charts and tables for generating enemy units. random events, and mapboard configerations. The highly detailed and historically accurate unit activation tables are arranged on various till color nationality cards - one each for Americans. Russians, and Germans, allowing you to play any one of these three sides against the other. With 14 new scenarios 250 counters, generation cards. Chapter S. 80,00

ASL & Squad Leader Boards.

The following is a list of all the mapboards which we stock for ASL and Squad Leader All are the same price. ASL & SL Boards 3, 4, 8, 9, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 25, 26, 30, 31, 42, 43, ASL Deluve Boards (with big hexes). B. C. D. E. F. G.

Critical Hit ASL Supplements

Critical Hit Magazine Issue # 7 Includes 7 color counters, six scenarios being Poland 1939, Russians try to break out of the Kiev pocket. France 1944, Canadians in action 1944, a disastrous US attack in Germany 1944, West Front 1945. Also an indepth look at para-drops, play notes on the Canadian amy, scenario replays, etc. "Special 510.00 Critical Hit Magazine Issue Vol 5.1 50 pages with scenarios set in Belgium 1940, Kharhov 1943, Russian winter offensive in 1942, a Finland 1939 campaign, Russia 1941, etc.
All American: 82nd Airborne Module 1 Stars the paratroopers of the 82nd Airborne All American Division that dropped out of the night sky before the landings on D-Day. With a professionally printed game map on heavy stock, designers notes, a historical booklet, ten scenarios with a battle manual, and B&W photos of locations
Arnhem: the Third Bridge Covers the Battle of Amhem, Sept 17-25, 1944. British paratroops are sent to hold a vital bridge, but intelligence did not inform them that two SS Panzer Divisions were in the area. With excellent map of the bridge and surrounds, counter sheet, scenarios. \$55.00
ASL Cemetery Hill You must own Platonn Leader to use this campaign. A new campaign depicting the fighting on Crete between the Greek and New Zealand troops and German Fallschimigaer, including printed color overlays, a new reinforcement group chart, scenarios, etc. \$13.50
ASL News Pack I Eight scenarios by top European designers Includes German armor versus Polish fortifications. Belgium 1940, Holland 1940, German drive into Russia in 1941, Japan invades Victama in 1939, and a Russian village under attack in 1941.

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France 1940, Russia Front 1942, Guadaleanal 1942, Tunisia 1943, Burma 1943 and 1943.

Aussie-ASL '98 Pack ten fresh tournament style scenarios, including Italians in Yugoslavia in 1941, Kursk 1943, the Japanese in Indian in 1944, Bondeno in Italy 1934, Aussie tanks in the East Indies in 1945, etc. \$10.00

Dzerhezinsky Tractor Works Battle of Stalingrad October 14-15th, 1942, depicting the fighting between the clite Soviet 37th Guards and the German 305th Infantry Division supported by the tanks of the 14th and 24th Panzer Divisions. Includes large, full color map of the factories, rules ocover special termin, rules for Plation Leader, 4 big Iscenarios \$20.00

Euro-Pack II: The Battle of the Bulge Eight scenarios follow the Bulge, including house to house fighting in Belgium, a hidden Sherman wreaks havoe. German infantry attack US gun positions, etc \$18.00

Euro-Pack III: Late War '44-'45 Eight scenarios, including US M18s fighting Japanese Type 97s, US paratroopers in Normand; 1944, Red Devils are forced back by German tanks, a US assault with Wasps on a German held village, etc.

Euro-Pack IV: War in North Afira Eight scenarios, including Lindow.

Devils are forced back by German tanks, a US assault with Wasps on a German held village, etc.

Euro-Pack IV: War in North Afira Eight scenarios, including British Matilda tanks launching a counter-attack, Fench against Italians in Libya 1941, a fighting French withdrawal in 1942, etc.

Euro-Pack V: Eastern Front Warfare Eight scenarios set on the Russian Front, from 1941 to 1943, including Finland. Soviet counter-offensive at Moscow 1941. Russian cavalry get behind German lines \$18.00 Euro-Pack VI: Partisans & Irregulars Eight scenarios including a stout Greek defense in 1941, partisans in Corsica, Red Chinese querilla activity Yugoslavian partisans; the Polish insurrection, etc. \$18.00 Germbloux: The Feint A set of eight scenarios and a new Platoon Leader campaing agame. The set of eight scenarios and a new Platoon Leader campaing spanse The set of eight scenarios and a new Platoon Leader campaing spanse. The set of eight scenarios and a new Platoon Leader campaing agame. The set of eight scenarios and a new Platoon Leader campaing spanse The west controls focusing on the USMC in WVII. including marines assaulting Japanese defenses in 1943, mannes make a desparate defense to hold a beleagued beachhead, an ammond clash on Plata Islands, etc.

18 new scenarios focusing on unheralded army units that earther extension of plata Islands, etc.

and the disparate defense to hold a beleagued beachhead, an amorad clash on Palau Islands, etc.

15,00

Leatherneck III 8 new scenarios focusing on unheralded army units that came to the aid of the USMC in hard fought actions in the Pacific.

518,00

Pointe Du Hoc The invasion of Normandy 1944 saw three companies of American Rangers assault a battery of six French 155mm howitzers. However, the Germans had well defended positions and cliffs on their side. With 24x30 map, five new scenarios. 132 Die-eut counters. & campaign.

548,00

AF (On All Fronts) Pack I Has ten scenarios, including a Soviet T-34 counter attack aginst a German Tiger I advance, the American 82nd Aribome verses SS Panazrerenadiers. Soviets try to close the last cast-west corridor into Berlin in 1945; a Japanese assault in 1942 leaves them trapped. Ct. Also has a small wood river, and village.

Rout Pak III 8 new scenarios including S35s defeat Germans in 1940. British invade Vichy Africa in 1942, etc.

515,00

Scotland the Brave II Covers events that took place on the first day of the invasion of Normandy. Has a well researched game map, special rules, ten scenarios. and two campaing games.

Stonne 1940 Depicts the bitter battle for the crucial village of Stonne; and is dominating heights, during games.

Stonleres of the Negus A new module depicting the Italian conquested of Ethiopia, Includes a sheet of mounted counters, nine scenarios covering a wide variety of actions from 1935-36, a listorical bookket, and a new niles section. Was the Italian-Ethiopian war a simple conquest of tanks, machine wide variety of actions from 1935-36, a listorical bookket, and a new niles section. Was the Italian-Ethiopian war a simple conquest of tanks. The Heat of Battle Tiles contains as to make a succession of the Pegus and the section was the Italian conquest of actions from 1935-36, a listorical bookket, and a new niles section. Was the Italian-Ethiopian war a simple conquest of tanks. machine theat of the Stone and the section was the Italian conquest of

Waffen-SS No Quarter, No Glory! Actually not CHI, but be Heat of Battle. This contains six tournament style scenarios compatible wit

ASL Also 240 double-sided Waffen SS counters

333,00

Waffen-SS II Fuhrer's Firemen Actually not CHI, but by Heat of

Battle Eight scenarios and 240 counters printed in white on black As a

special bonus a Chapter H page is included containing the necessary nulse
and notes for a rare set of vehicles found near Hitler's bunker

333,00

Europa Series

GRD BALKAN FRONT

DALINAIN PIKUNI 1

Recreases the campaign in the Balkans from the autumn of 1940 to the summer of 1941. It covers the failed Italian attempt to conquer Greece, the German blitz which overnar Yugoshavia and Greece, and the German airborn assault on Crede With two maps. 720 counters, secretarios covering the grand campaign and the campaigns in Greece. Yugoshavia and Crede, ed.

GRD FIRE IN THE EAST
Covers the war in the Soviet Union from the start of the Barbanossa invasion in June
1941 through to the end of the Soviet winter counter offensive in March 1942. Six
maps stretch fro Wassaw to Stdingrad Terrain is analysed in detail with over 20

Wargames: African Campaign - Post WW2 - 41

different types, 2,500 counters. The most accurate order of battle ever published for the Eastern Front. The rules include extensive armor and anti-tank effects, plus special capabilities for many other unit types, from assault engineers to paratroopers. German parazer spachteads can beak through the front easily, but soon find themselves outrunning their supply lines.

\$150.00

GRD FOR WHOM THE BELL TOLLS

**####

The Spanish Civil War, fought from July 17, 1936 to April 1, 1939. The supine and hypocritical artitude of the western democracies towards the intervention by Nazi Germany & Fascist Italy on the side of the Insupents encouraged the dictators in their belief that they could do anything they pleased. A 2nd game included in this boxed set is a hypothetical German invasion of Spain. With 1,680 counters, 1 1/2 maps, 5130.00

GRD POLAND - FIRST TO FIGHT

GRD POLAND - FIRST TO FIGHT

On Sept 1, 1939 Germany unleashed a new weapon that permanently changed the face of warfare. Blitzking swept over Poland and in 30 days the balance of power was reshuffled and Europe was at war. The two maps in this game depict Poland & its neighbours at a scale of 16 miles per hex. The counters represent the German, Polish & Soviet forces that fought in the campaign. 1,056 counters, 2 maps, rules, sourning.

GRD SECOND FRONT

GRD SECOND FRONT

This game depicts the western Allied campaigns in Italy. France and AF/###

1943 through to 1945. All the inctical forces of the western Allies and all the problems they face to defeat the German armius and win victory in Europe are in this game. Features a defailed ground operations system, new and improved air rules, an expanded naval system with task forces and earnier groups, detailed airhome and amphibitous invasion systems, political and strategical rules covering everything from Allied cooperation to Italian surrender to the collapse of Germany. With 4,800 counters I 4 maps, charts, rules.

Updated Second Front Counter Sheets

\$25,00

GRD STORM OVER SCANDINAVIA

It started off as a what-iff scenario on how to invade Norway. It ended up as a full-blown, multi-corps invasion on the eve of Germany's invasion of France. With 1,400 counters, 9 map sections, miles, 0B books, charte, dec.

GRD The Damned Dice Hard Philippines'41

Annual The second game in the Clibry series, focusing on the war in the Pacific. This is a detailed, operational level game depicting the conflict between Japanese and Allied fores in and around the Philippines from Docember 1941—May 1942. With 840 counters, 3 maps, rules, OB books, chart set.

GRD WAR IN THE DESERT

GRD WAR IN THE DESERT

This game nocreates the struggle for North Africa and the Near East, from O'Connor's offensive against the Italians in '40 to the Axis surrender in May '43. Contains all the forces from British cavalry to Tiger tanks, from Italian CD 42 biplanes to giant B-24 Liberators. Has the Europa frores and orders of bottle for Turkey, Iran, Iran, Transjordan and Egypt 1939-45, the forces garrisoning North Africa and the Near East for Great Britan, Italy and Vichy France, American forces available for operations in Europe. Africa, and the Near East, 1939-42. With 1,680 counters, 7 maps, rules, OB books, charts.

GRD WAR OF RESISTANCE

WAR OF RESISTANCE

War of Resistance, China, 1937-41 is a detailed, operational level game which chronicles the second Sino-Japanese War starting on July 7th, 1937. Viewed as the true beginning of World War II, this game covers the conflict through no the Japanese attack on Peat Habor. Although often frospotten, the Japanese war effort into China was immense and exhaustive, absorbing the majority of Japanese ground forces – forces which were needed elsewhere. With 1,960 counters, five maps. rules, OB charts, etc. Unit scale, divisions, regiments, battalions.

\$200.00

GRD EUROPA MAGAZINE # 52 The official Europa Magazine, issue # 52, focusing on Canada at war in WW2.

GRD EUROPA MAGAZINE # 53 The official Europa Magazine, issue
\$12.00

GRD EUROPA MAGAZINE # 35 The Official Europa Magazine, issue
GRD EUROPA MAGAZINE # 54 The official Europa Magazine, issue
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one being the 25th Anniversary issue.

GRD EUROPA MAGAZINE # 65 The official Europa Magazine, this one including a map, counters. OB. for lectand in WWII.

\$12.00

African Campaign

JED AFRICAN CAMPAIGN 2nd Edition */###

A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields & fortresses. Components include 168 counters and an 11*32* mapboard. Rommel's meagre forces of mobile panaers & hesitant latients tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignor stubbom concentrations of defensive lines.

\$\frac{1}{5}\$25.00\$

COL MEDFRONT

You must own West Front to use. This game simulates the tragic and chaotic civil war between Nationalist and Republican forces that engulfied Spain from 1936-1939, and the campaign game of the Desert War, from 1940 - 1943. With two full stunning color maps, 50 wooden counters with stickers giving fog-of-war, and compatible with West Front and East Front.

\$50.00

West Front and East Front. \$50,00

COL ROMMEL IN THE DESERT

The third game in Columbia's superb East Front series, which uses one hundred 20mm square blocks for counters, which are rotated to record stap losses, and also provide realistic fog of war. This is a very fast moving, challenging, tense and plyable game of the combat in North Africa from 1940 to 1942. Uses a unique command structure that forces players to make realistic choices as generals, rather than trying to get that perfect 3.1 attack on units in front of your forces. Color mapboard is 12" x 36". 7 scenarios.

UGG Triumph & Fall of the Desert Fox

**/###

By the German company UGG. This game is the smallest and easiest game of the
Empires of Apocalypre series. Perfect for beginning wangamers, it includes a quick
start and of 2 gages, allowing you to start playing the game without reading the nules.
Unboxed, with 280 counters, 4 maps, player aid cards.

\$50.00

MOM TRIUMPHANT FOX MOM TRIUMPHANT FOX

Panaramen Afrika, led by Erwin Rommel, is about the begin its drive towards the Gazala Line. Over a thousand tanks and 250,000 men would taste victory and flirt with dissater at the same time. When the sand settled four weeks later. Tobruk had fallen and the Afrika Corps would race for Alexandria. The centerpiece of this game system is its innovative highly internetive sequence of play. Includes 240 counters, 222434 map, nulse, historical commentary, campaign and several scenarios. \$40.00

Western Front

COA ACHTUNG - SPITFIRE

This game simulates tactical air to air and air to ground combat over Europe from 1940 - 43, the days in white the Spitfire sent terror in the hearts of the German pilots who opposed from the charts of the German pilots who opposed from missions and even campaigns. Uses the same system as Over the Reich, with 280 counters, 24 aircraft data cards one 34x22" map, rules, etc.

AH AIR FORCE

A rather complex game that re-creates historical air battles from the Battle of Britain through to the massive air officisives over German, Each aircraft has its own counter and data card, with strengths and weaknesses. Color data cards for 30 different aircraft, 6 geomorphic gardeord sections, 255 counters. Also includes the Daumbess Expansion, with 30 new aircraft, dive bombing, carrier takeoffs.

\$80.00

SG BODYGUARD OVERLORD

SG BODYGUARD OVERLORD

May 1944. Allied preparations for Operation Overtord are in full swing. Friesh US trops armive daily in England, and the planned Bodyguard deception effort makes their numbers appear even greater. But the Germin Legislation is the state of the control of the state of the

AH BREAKOUT NORMANDY
A graphic potrayal of the first wock of battle of D-Day, June 1944, in which Rommel's penzers struggled to throw the Allies back into the sea. A 16'x44" mounted mapboard with area movement, 36 page rulebook with heaps of diagrams, 394 counters & play aid cards.

394 counters & play aid cards.

GMT BRITAIN STANDS ALONE
This game allows players to fight one of the most intriguing "what-ifs" of the Second World War. The game explores the hypothetical possibilities of Operation Sea Lion, assuming that the Luttwaffe had succeeded in winning art superiorty and then gone on to inflict serious losses on the Royal way. With 480 counters, 2 maps, rules, cards, etc.

S60.00

acal Hit are now producing their own range of WWII tactical wargames maps and scenarios are the only components compatible with ASE. This plete game recreates the furious combat in Normandy from June 6th to 1944. Features complete easy to learn rules, three mapsheets, scenarios elet, 4 play aid charts, 280 backprinted counters.

375.00

AH D-DAY 3rd Edition
On June 6th 1944 the American & Commonwealth forces launched a massive scalome assault that punched through Hitler's much-lauded coastal defenses. Includes 110 counters (mostly Cops level), a 14'v.22' mapboard (60' miles per hex) Rules cover weather, carpet bombling, mulberny harbours, airborned orpos, etc. \$40.00'

JED FORTRESS EUROPA

An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, vollesstum, mulbernies & naval bombardments. Contains 40/0 counters and a 22°x24" map. Unboxed. Very entertaining.

\$12.00

GMT June 6 D-DAY, 1944

With five scenarios ranging from the first wock achore to the entire June campaign. Can you as Germans hold off the Allies while building up more reserves? Can you as Allies smash through the German lines would a arthead by what objectives you try to rivery points that reduces over time to and a arthead by what objectives you try to rick, or how many reinforcements you commit. 560 counters, 2 x 22"x34"maps \$80 **/###

AH LONDON'S BURNING
August 1940. Defind London against German bombers and flighters in this solitaire
or two player WW2 game. Try to intercept and shoot down the Luftwaffe raides
before they bomb your airfields and installations in southwest England You
command two RAF flighters in this tentical game. In the two player game, you and a
wingmate co-operate against the Nazis, or the other player controls the Nazis with
190 counters, 2 16"x22" stunning color mtd mapboards, rules, 8 scenarios.

\$70.00

UGG MORSE CODE

UGG MORSE CODE

In the general feel of A World in Flornes, this is a German produced game (written in fluent English, of coursel) that Eccures sample rules that allow a great amount of strategical and tactical option. The game necreates war on the Western front better than the control of the strategical and tactical option. The game necreates war on the Western front bedauted and, air and maval warfare. rules for trank battles, blittskrieg rules, convoy battles, realistic naval system, unique production rules allowing you to follow your own strategies, nesearch your own weapon technologies, as ceraoria book, 1680 full color counters, heaps of player aid charts, etc. Thoroughly recommended.

\$140.00

COA OVER THE REICH

COA OVER THE REICH
Simulates tactical air to air and air to ground combat over Europe from 1943-45.
Designed by 1D Webstar, who brought us Air Superiority and Speed of Heat. This game brings the same flavor to WW. 2 air combat. With 240 gane to already control and one 34°-52" double sided map. Each aircraft covered is covered by a complete radio on a district of information & statistics, adding depth & realism to the game. Rules are extensive and include scenarios.

WG PANZER ZUG

Players take their P47 Thunderbolt or P-51 Mustang over the skies of the Third Reich to destroy railroads, trains, and freight vards. But patrolling German fighters, ammored trains and flak gurs make you work for it. For 2 - 6 players, 24 target cards, 2120 action cards, 6 fighter cards, 2nd rate components in ziplock bag.

MiH PIERCING THE REICH
Operational level simulation of the Battle for Aachen in 1944, which was the first German city taken by the Allies, using the Trimmphant Fox game system. The sequence of play is interactive with the focus on command control. Special game features include infiltration tactics, variable game turn length, variable combat strength determination, armor superiority, Tiger Tank Scare, railroad guns, etc. \$75.00

APL THE INVASION OF ITALY

**/##

Recreates the 1943 Fifth Army landing in the Gulf of Salemo and the battle to secure the beachhead from 9 - 19 September 1943, 700 counters, 22x34" map.

\$44.95

une beacunead from 9-19 September 1943. 700 counters, 22x34" map. 544.95

GMT THE RISE OF THE LUFTWAFFE **###

Plavers tack use rule of the early European fighter aces, flying BF-109s with Molders and Galland, IU-47s with Rudel, Spiftines and Hurricanes with Douglas Bader or the US Fales Squedron, etc. Includes campaigns for air warfare over Poland, France, the Battle of Britain, Crete. North Africa, and the opening stages of Barbarosas. With 132 older playing earls for aircraft and tactics, 48 counters, 8 campaign displays, 8 miles. Tanget crafts include destroyers, douglibuts, freighters, bridges: battleships, air fields. Tanget crafts include destroyers, douglibuts, freighters, bridges: battleships, air fields, the statistic craft game that allows players to experience the tensions and thrill of a fast action card game that allows players to experience the tensions and thrill of a fast combat over Europe in WW2. With 6 air campaigns from 1942 - 44 With 132 color playing cards, 80 counters, 10 campaign maps displays, etc.

Special - \$35.00

COL WEST FROANT

playing cards, 96 counters, 10 campaign maps displays, etc.

Special - \$35.00 COL WEST FRONT

This is the second game in Columbia's East Front series, and can be played by itself of indeed with East Front. The game begins in July 1943 with the Allies invasion of Sicily and Italy, and includes the invasion of Normandy until the fall of Germany in 1945. Includes 120 wooden blocks with stickers on their front, which are rotated to record losses, and also provide fog of war, as you only see your opponents counter the Allies and Soviets compete with each other to take the most of Germany. 6 securations stunning 22:84* mapboard, etc.

EURO FRONT This is not an independent game. Ownership of East Front, West Front, and MedFront are required, and Volga Front will also be useful. This expansion adds 50 more wooden counters for Polish, French, Yugoslawira, Greek, Belgian, Dutch, and Danish units to the game, allowing the entire war in Europe 1939-45 to be played. Scenarios for each year of the war are included.

\$42.00

Eastern Front

A BOLD STROKE - KIEV 1943

The Soviets assault Kiev and surrounding terrain after smaching the Gemmans at Kursk, in 1943. But the Germans rush in heaps of reserves in an effort to stem the Soviet assault. Corps/division sized units are used as players have interactive makere you can use your reserves during the opponent's turn. Units range from massive Soviet Rifle corps to German Cavalry regiments. The initiative swings from one side to the other, as massive German reinforcements, appear just as the Soviet Offkinstves begins to overweated itself. 280 counters.

GMT BARBAROSSA Army Group South ***/###
Follows the progress of Germany's Army Group South as invades the Soviet Union
in 1941. Kiev, the first major German objective in the south, did not fall on schadule. In fact, Soviet resistance was so finere that if required diverting great encirclements
Group away from the advance on Moscov. Kiev fell in one of the great encirclements
of the Second World War, but the German advance on Moscov was delayed for

several critical weeks. With 840 full color counters, three 22x34" and one 17x22" maps, eight scenarios, detailed air rules, incredibly detailed Order of Battle including artillery, annored trains, etc. \$99,00

GMT BARBAROSSA Army Group Center ***/###
In June 1941 Amy Group Center smashed through Soviet defenses as it blitzkrieged towards Minsk. This allows them to destroy the Soviet Western Front, and now they blitzkrieg towards Smolensk, which also falls But now Hitler overrides his generals and over half of Army Group Center's parazer and air formations are sent north or south, allowing the Soviets time to repair their shattered front. Did this mistake cost the Germans the war? Play this game and find out. With 1,120 counters, four 22 'x 34' mapsheets, assymmetrical sequences of play which highlight Avis amoreb breakthroughs, OB charts, rules.

COA BORODINO'41

The Germans thought the end of the war in Russia was in sight. The 10th Panzer Division and SS Reich Motorised Divisions reached the Borodino beattlefield on October 13th, with only one Soviet rifle division blocking their path. Behind the division was the highway to Moscow, But somehow the Soviets managed to hold, counter-attack, and damage the Germans so severly that within five days they lost half their tanks 280 counters, maps, rules, etc.

Special - \$30.00

MiH Clash of Titans - Tank Battles for Kursk */###

MIH Clash of Titans — Tank Battles for Kursk. */HHH.

The Soviets built measure printfel lines in the Kursk sector and made many forces available as reson on \$40 July the Germans straked with 435,000 mea and 2,700 tanks, met by 155,000 Soviets and 4,800 tanks. With 600 counters including color photos of anks, units from bettalions to divisions and copps, 225,34" map, simple rates which include two kinds of combat, tanks verses tanks, and regular combat. Looks great. Sold in a ziplock. \$69,00

combat. Looks great. Sold in a ziplock. \$69,00 Boxed \$85,00 COL EAST FRONT

This is my favorite game of the Eastern Front. Produced by Columbia Games, this game uses 120 20mm square wooden blocks for counters. The counters are rotated to provide stop-roduction as the unit takes losses, and the counters also provide fog of war. The blocks are also easy to stack and pickup, unlike normal counters. The mapboard is 22"x34" and looks sturning. Features a unique and simple HQ command system that represents supplies, flexibility, etc. Also includes weather and airpower rules that make sense. There are eight scenarios that can be limited together Barbanossa (the whole war). Soviet Mossow counter-attack, Axis Drive on Stalingrad, Collapse at Stalingrad, Battle of Khursk, etc. The game also inha stirred; with West Front. This is a great game, of the most challenging theatre of war in \$90.00.

South Mossow Counter-attack

**South Mossow Counter-attac

WW2. East Front Rules 2nd Ed Just the 2nd Ed rules and charts. East Front Rules 2" Ed Just the 2nd Ed rules and charts.

\$10.00
Volga Front This expansion allows players who own EastFront to simulate the planned Volga campaign of 1942 to defeat Russia. The VolgaFront full color mapboard joins to the castern edge of the EastFront mapboard are extends play to the footbills of the Urals. This extension natically alters how the German player views the region cast of Moscow and Stalingrad. With 11's34" mapboard, sensorio booklet, and the complete EastFront 2nd Ed rules book.

\$31.00

GMT LOST VICTORY KHARKOV 1943 ONI LOST VICTORY RHARKOV 1945

It is winter 1943 and the German 6th Army is trapped in Stalingrad. But a worse disaster is brewing, the Red Army is descending on Kharkov and is driving for the main German supply bases on the Dniepr, with only a thin grey line to stop it. With 480 stunning counters, 22"x34" game map, rules book & playbook, dice, and player aid cards. 1-4 players

\$30.00

JED RUSSIAN CAMPAIGN Series II

JED RUSSIAN CAMPAIGN Series II

Very playable strategic game of the war in the East, from Hitler's invasion of Russia, to the fall of Berlin. Players command massive mechanised forces, without being buried by a barrage of rules - experience the crush-ing momentum of Blitzkrieg, the chilling ferocity of winter warfare, and the brutal cycle of offensives & counter-attacks that characterised this terrible conflict. Contains 252 counters, a 24*x22* mapboard & rules for the Axis Allies, air support, & partisans. An entertaining & hard-fought campaight have been had Moscow fallen.

\$25.00

S&T194 The Forgotten Axis: 1941
Contains two games, the first is the German and Finishi attack on Murmansk in 1941, with a lovely 34"x22" map and 140 counters, and Sea Devils, a naval wargame set in the American Civil War, where Confederatewarships try to destroy US merchant marines, 100 counters. 330

MiH Triumphant Return—Kiev 1943

An operational level game of the battle of Kiev that took place during November and December 1943. The Soviets have forced a bridgehead over the Dnepr River, with Soviet tank columns streaming towards German held cities. The Germans meanwhile brought in several Paracardivisions to try to stem the tick and take back lost ground. The German place Paracardivisions to try to stem the tick and take back lost ground. The German place Paracardivisions to try to stem the tick and take back lost ground. The German place Paracardivisions to try to stem the tick and take back lost ground. The German place Paracardivisions to try to stem the tick and take back lost ground. The German place Paracardivisions to try to stem the tick and take back lost ground. The German place Paracardivisions to the Paracardivision of the Stempher Paracardivision of the Paracardivis

AH TURNING POINT: STALINGRAD

A*/###

Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4 1942 to Nov. 14. Turns are broken into variable day/night impulses which play first & constantly change advantages to both sides. The unique combat system & semi-simultaneous movement covers the garnut of urban combat -overans, sudden break-thrus, encirclements, tenacious defence & week-long stalemates. Features a lavish 16*x44* mapboard (area movement) & 394 counters (battalion level).

\$50.00

MIH TURNING THE TABLES

Recreates the Axis defeat of the Soviet Spring 42 offensive where elements of six Soviet armies attacked three Axis armies around Kharkov. Players use C31 points to activate units to move or fight. Also has combact chits to remove unrealistic chess-like game play, 17'x22' map, 240 counters, ziplock bag, Play in one evening.

\$60.00

COA WAR WITHOUT MERCY

A grane with beautiful map and counters, this recreates the war in the cast from 1939 to 1944, including the invasion of Poland. Determine whether Leningrad, Moscow or Kiev, or all three will be the primary objective for the Germans in 1941. Can you as the Russians stop the German attack and drive them back. With 840 stunning counters, two 34 '\chi22' maps, two nulcbooks, two scenarios and grand campaign, charts and tables. Two week turns, corps, divisions, brigades.

Pacific Theatre

AH MIDWAY 2nd Edition

This is a tense simulation where players maneuver their fleets and conduct air patrols on a personal searchboard. When one side makes contact with an enemy vessel(s) the combatants are transferred to a battleboard where plans and ships slug it out. Components include 226 counters, a 22'x14' battleboard plus two 14'x11' searchboards. Features easy to learn rules, and an illustrated historic battle manual.

MiH Iron Bottom Sound II

A tactical simulation of the night naval surface combatin WWII. Scenarios almost exclusively cover buttles fought in the Solomon's during 1942-43 and all the major battles fought off Guadalcanal. Also one scenario each set in the Mediterranean and English Channel Features streamlined ast simplified rules. 2 x 22x34" maps, two islands, 210 counters, charts. \$85.00

MiH White Ensign: Rising Sun 1942

Covers the Japanese raid on Ceylon in April 1942, which sank shipping in the Bay of Bengal including the British carrier Hermes. With two copies of the 22x34" map, players secretly move ships, planes, and transports with troops on the mapsheet, and search for each other, 176 counters.

\$75.00

Post World War Two

INVAL 1773
In 1973 the Egyptians launched an all out attack across the Suez Canal against Israel.
After their ensisting victory of 1967, the Israelis had been totally confident that they
would need this attack with case. However, they lost 300 tanks in three days. With
720 counters, 22x34" map. 5 scenarios, 2 campaigns, etc.

S&T185 First Arab-Israeli War 1947-49 **/##
A simulation of the Israel War of Independence from 1947-49, On 30th Nov 1947, the United Nations made a resolution to partition Palestine into separate Arab and Davish states. The Arabs response was armed clashes throughout Palestine that soon expanded into a full war 280 counters, color map.

AH IDF - Israeli Defense Force

**/##

Uses the MBT game system to recreate battles fought by the Israeli Defense Force
during the 1967 and 1973 Anti-Israeli wars. Has 524 counters, 4 mtd mapboards, 32

300.00

300.00

Based on the firefights and characters of the movie *Platoum*. Re-creates the problems and pressures of jungle combat. With standup counters, 2 mounted boards. \$50,00

S&T190 The Gauntlet Chongchon 1950 **/###

Strategy & Tactics magazine 190, including the game The Guantlet, a simulation of the battle in North Korea in late 1950 in which the Chinese stopped the United Nations offinsive and rotook the North Korean capital of Pyongyang. Units are regiments, brigades & divisions, 280 counters, large color map.

World War III

AH FLIGHT LEADER

Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Kona to 1990's Europe & Middle East. Includes stats for over 100 airental national air force lists, and 24 secaniso, with a DYO section. Components feature 520 counters, and an outstanding 22°x32' mapboard (1km per heavy).

XENO SUSHI-JALAPENO WAR.

The nations of South America form the SAU. Mexico resents Japanese fishing interests and excutes hundreds of Japanese fishermen. Japan, allied with the SAU. invades Mexico. To quote: "For Favor, my general, but why are the Japanese invading us?" "You imbocile, can't you see they are carrying the latest Nintendo Super 16485? They mean to pay us tribute!" One day later, the Japanese capture Mexico without fining a shot. Can a fragmented US and the Republic of Texas stop Japanese and SAU aggression? Do you have the fortitude to use the bomb? Will the UN intervene on behalf of the PCC's 20,000,000 members of the ba? With a UN; and the Color playing map, 85 color plastife pieces hover tanks, plans, infinitry, APCs: 102 counters, 18 cards, rules.

General Games

AVA ACQUIRE Deluxe Edition

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This is a game of empire building. Each player builds and strategically manipulates hotel chains. As each group grows, between the more dominant chains to collect between the accludated mee to acquire the greatest work with the strategic of the collection of the strategic of the

ATE AIRCLINES 2

Take control of a major national airline. Control aircraft used by airlines today and vie for control of the top spot at the national airports in this head to head game of nonoussuse airline compatition. Can you build a great Air Carrier or succumb to the pitfalls of deregulation? With rules, pad, heaps of cards.



RCG: Canyon

For 3 to fabrous, ages 10 and up. Instead of digging up the hatchet, the young indian braws set off on an exciting cance race through the old canyon. The speed of the cancoas is determined by a simple card game. However, the players must keep their eyes on the game and can sometimes even get the occasional helpful push With game map. 80 playing cards, 6 cance counters, rules, marking stone.

\$46.00

USO Clue Alfred Hitchcock Edition */#
This edition features a completely redesigned game board and eards with custom weapons featuring imagery, characters and key evidence from Hitchcock films including Psyc. Tom Curtain. The Birds etc. Characters move about the game board collecting clues in order to determine the facts about the murder. \$60,00

KEN Elemental

For 2 – 4 playurs. You and your opponents represent one of the four basic elements earth, water, air, or fire. Blast your opponents pieces with frieballs and volcanos, or convert them with winds of change, annihilate them with a field wave or crossion, or build impenetrable mountains. I1 x11 "board, double sided color counters.

\$20.00

FLO Floppy Board ble, chess and checkers board. RGG Fossil RCG Fossil

A cute game for ages 10 and up and 2 to 6 players. With excellent quality components. The game includes 9 fossils, which each have 9 parts Players collect, with these fossil parts and gain fame according to how many parts they can collect, with the greatest points going to whoever can complete the fossil. With 81 large fossil counters (parts), other counters, small wooden blocks, mounted mapboard \$65.00

FFT Golfmania
The game of enzy golf A zany, hilarious golf-game. Use a combination of cards and dice to ty to win as many golf-holes as possible. Use terrain and hazard cards to interfere with your opponents game, make use of crazy equipment, and play the most looney, cards to help your own drive and green rolfs. Two decks of cards. \$22.50

In this game, everything moves. Paths, that you carefully planned can disappear when your opponent shifts the frame. Your blocks can even be shifted off the game board! This is especially annoying as your move is based on the number of blocks you have on the field. With 24 colored blocks, mounted board, plastic frame. \$99.00

FGG Kahuna

For two players. Two priests, both followers of Kahuna magic, compete to determine who is the stronger. For the competition, they have chosen an uninhabited archipedago with twelve small islands. They have agneed to use their imagical powers to build bridges linking the islands. Each link forged brings a priest closer to control of islands bridged by the magic. When control of an island is secured, opposing bridges are destroyed. With 24 island cards, 20 kahuna stones, 50 bridges.

\$37.00

RGG Katzenjammer Blues

A card game for 2 – 6 players. Be the coolest cat wit the most mice by bidding on and booking the hottest blues bands at your club. When they aren't available, you can fill with joker musicians who can cost you mice. 90 cards, 24 mice chips, rules.

\$22.00 With Jokes Intersection of the All Parks of the All Parks

RGG Landlord

A card game for 2 - 6 players. Build apartment houses nent them to tenants and collect the rent. Build roofs, cellars, renovate, move wealthy tenants to your apartments and put the deadbeats in your opponent's apartments. 100 cards. \$20.00 JOL Last Man Standing

A game for up to 8 players. It is a game of futuristic gladiatorial combat where only one person can survive and be champion. Players take on the roles of up to 8 different gladiators, each with special powers. There is no set turn order, so players never know when it will be their turn. With geomorphic floor tiles of an indoor arent, heaps of cards, character cards & pieces; tokens.

RGG Lost Cities

There are many lost clies to find, in the Himalayas, the Brazilian rain forest, the desert ancient volcances. You must choose which expeditions to begin and which to leave to others. You may have the opportunity to increase your investment in the search, increasing revards for success, but risking more if you fail. With graneboard and 60 oversized cards of lost cities and events.



ROO IVAITHIN IVIA:

A 2 - 5 player card game. As pizza makers, the players put ingredients on the table.

From time to time, a player may place an order on the table, thinking the needed ingredients are available. If they are, the pizza is made! 106 cards.

\$20,00

RGG Medici

A 2 - 6 player game of European trading in the late middle ages. The market is open and the buyers are there to bird on the goods put on the auction block. After a buyer selects the lost for auction the players thid, just once each; and the special conditions are the selects below the select should be proved the players thid, just once each; and the special condition of the players thid, just once each; and the special condition of the players that the market closes; the ships set sail and the purchases are second. Bird low for high quality goods and win the game. With same board, 35 cards, 6 ship mars, 36 player counters.

board, 35 cards, 6 ship mass, 30 prayer commers.

RGG Medieval Merchant

A 2 – 6 plaver game that relies almost solely upon tactics and strategy. Toward the end of the Middle Ages, the rise of rich merchant families helped open the cities poor tempe to track and commerce. Beginning with their homes in small villagues, players use their income to increase their wealth or to increase their presence in the cities when they have branches. Players then can use their wealth to finther develop their trading empire into new cities and regions. The player who has developed the largest trade empire and earned the most money in the process whins. With lovely period mounted mapboard, 270 wooden branch markers, 25 city markers, etc.

WG Milnie engineers, geological surveyors and venture capitalists react to the volatile precious metals market by searching for new one reserves, reducing their working costs and taking out the mother load 2nd rate components in ziplock bag. \$30.00

Costs and using our ten former rock gas—"net components in 2 piece cog. \$30.00 FGG Mississippi Queen

This is a stumming game of racing paddle-beats up the Mississippi Set in New Orleans 1871. Once a vest paddle-beat captains need their ships on the unpredictable Mississippi to datemine which ship would hold the title of Mississippi Queen During the new you decide how much steam to make, how to manage your limited coal supply, and where to piek up passangers. With 12 rivertiles which can be arranged differently each game, 5 plastic paddle-boats. In passangers die and rules For 3 – 5 players, ages 10 and up Looks really cute!

MISSISSIPPI QUEEN The Black Rose This expansion includes six new rivertiles with new challenges such as sandbars. 2 paddle-wheelers, rules. \$40.00

RGG Money

For 3—5 players. Money rules the world! It matters little whether you collect the curo
or the dollar as long as the exchange is in your favor. And the more you exchange the
more you can make—if you plan carefully and keep your wits 74 cards.

\$22.00

1B1 PALENQUE

*/#

It is 1925 and you are about to enter an ancient city of splendor - hidden Maja ruins
But beware as you explore the ruins that danger is ever present. With mounted
29°x29" mapboard, 4 stone-like playing pieces of explorers, 4 expedition records
with bibliographies, 88 cards for finding treasure etc. etc.

\$120,00

MGC Pirateer

*/#

Vast trasaure, fast ships and cutthroot rivals await you on the seas of this fint-paced
game where fortunes run on pirate skulldinggery and a roll of the dioc Easy to lean
vot challenging for all ages, with an award winning mix of luck, skill and trachery
Mounted gamedocard, ship markers, recessure coin, \$40.00 The Deline. Version of the
Game features a stunning folt map as the gamedocard, in a metal fin. Delixer >\$55.00

The Boot Chronicle Full of handy tips for Pinateer players and original songs for
missical synablockiers. Also short stones, etc.

\$9.00

RGG Ricochet Robot

Four robots move around a warehouse floor, attempting to reach one of seventeen targets, but they have not brakes or steering, not to mention that the computer which used to control them no longer functions. So from 2 to any number of players take turns trying to ricochet one of the four robots off a wall and onto the target square with 4 robots. 4 double sided gameboards. 21 chips (This is not in the League of Robo Ralley).

RGG Samarkand
Sanakand is a first paced trading game set in the exotic East. Sparkling jewels and valuable carpets promise large gains, but copper goods and grain can also cam important profits All merchants know where they can trade with Nomads and what goods they have available for those who are willing to ofter gifts for their hospitality. They also know where to buy the wares they want for the best priores. Finally, been methants know which became in cities such as Sannakand offer the best priores for the goods they have to sell. Use desert paths to travel amongst the nomads coases, and cities With 102 commodify cards, price table cards, game board, etc.

\$\$55.00

QELD STASTS
Comes in a large carboard tube, and inside you'll find: corrupt cops, rock concerts, singles bottom suitcases, loan sharks, psycho wards, funny money, and crough "drugs" to keep the Cla in business for years! (Though any resemblance to actual drugs or intelligence agencies is prurely accidental.) Includes large game board, play money, heaps of cards, diece, playing pieces, etc.

\$37.00

AH Stock Market Guru

Buy and sell stocks and bonds. Decide when it's time to buy, sell, or hold onto what you have Determine whether it's best to buy stocks, bonds or dut mutual fauld Pay broker's commissions. Watch how business cycles and interest rates affect your investments. Find out if you prefer high risk, high-paying investments from the consequences of your decisions. HAS The Lost World: Jurassic Park

FIGATO THE LOST WOFIG: JUFASSIC PARK

*/HHH

Featuring a large colorful mapboard with heasy of 3D card buildings which you will need to assemble. Stand-up counters of humans and plastic dinosaurs. The goal of the human players is to escape the building complex, while the dinosaur players are trying to act all of the humans before they can do so.

500.00 ARC The Three Stooges Card Game */#
This Three Stooges card game comes with 55 cards and rules. Three players can slug it out the old fashioned way, just like the Three Stooges did. Each card has a B&W photo of one or more of the Stooges, elobbering or whacking one of the others. The player who suffered the least damage wins.

RGG Tayu
In order to avert a flood, players strive to drain water from their lands by skillful placement of stones representing water channels. The winner is the player who creates the most effective network of channels connecting the flood in the middle of the board to estuaries on two coasts, thus draining more water from their fami-lands than the other players 2 – 4 players, 12-vater stones, rules, mounted mapboard. \$125.00





PP Trailer Park Gods
For 3 - 6 players. Similar presentation to Cheupess Ciamics How low the gods have fallen, including you. Now you want to re-ascend back to multivness. Vanquish all who oppose you, steal their followers, uplift your own people. Needs coins \$12.00

PP Udder Madness

For 2 – 4 players. Similar presentation to Cheapars Cames. A deviation on the game

Tip the Crows. Here vou place the provided color counters of cows on a game board,
and try to push the rows of cows in order to 'tip' them over. Complete game. \$8.00 RGG Union Pacific

Another beautiful game from Rio Grande Games Become a successful railway

Wargames: Cheapass Games - Science Fiction Games - 43

baron. Invest in shares of American railway companies and build the railway system the way you want it the way that gives you the most profit. Has 131 little plastic trains, lovely mounted mapboard, 150 bank notes, 118 share cards, etc.

TIM Wadjet
A stunning game that must weight at least 2kg! The year is 1923. You are one of four
famous rival archaeologists who have come to caro, Egypt, to begin a race against
time, nature, and each other in search for the stolen treasure of the pharach. But within
the ancient tombs, the goddes Wadjet awaits your intrusion and will face you with
danger. With 4 resin playing pieces, a 29 ×29 mounted mapboard, seven decks of
cards, 25 beaufful treasure cards, fillstanted glossary depicting 100 ancient
Egyptian
signs, symbols and treasures, play money, etc.

\$10.00

Winsome Games Train Games

Vintsoline Gallies Frailite Gallies Frailite Gallies Frailite Gallies Frailite Gallies Gallies

Cheapass Games

These little games, packaged in envelopes, are amongst the top selling games in the USA. The packaging sucks, but the games are brilliant, and the cheap packaging and cheap components means a cheap price! These games consistantly top the US games charts for sales and popularity.

charts for sales and popularity.

*/#

Imagine, just once, luring the master spy into your evil lair and putting a bullet in his head. Imagine avoiding the temptation to tell him your secret plans, taunt him with your devious perversions, and challenge him to a final game of chess. Imagine killing that spy before he gets the chance to escape, and blow up your lair on the way out. Yeah, right. This is a simple little card game of cat and mouse. And of shooting spies in the head. You can always choose to shoot a spy when he enters your lair, but get only a few points. If you turnt and retaunt a captured spy, your points keep doubling. But if he escapes, you get no points. 2 - 6 players, 15 minutes per game. 34 Cards and noles.

CG Ben Hvrt

What do a foul-mouthed chariot driver, a well-aimed cat, and a basket of nails have in common. You'd gladly use any of them to win a chariot race. But then, that pretty much describes everything. You're a feisty. Roman aristocrat who spends every Saturday night outfitting your chariot and then placing bets on the stilly sod you get to drive the fining in the nexes. For 4 + 8 players. 2 hour games, and you need a playing piece and D6 for each player.

\$11.00

process and Do for each player

G Bitin' Off Hedz

Phelistory. Hot, primordial, dull. You and your dinosaur buddles have been dominating the Earth for longer than you can remember. Then again, with brains the size of walmats, you ve also been atoming there for longer than you can remember. Nevertheless, you no positive that it's been ten million years since anything interesting has happened. So it's time for a suicide nea carses Skull Island The winner is the first to hurl himself into the big volceno, the losers are everyone who got and part bitten off along the way. Hes card map of the island plus rules. You also call a part or plastic dinosaur for each player, and stones (or coins or early), 3 – 10 playors. I hour.

\$9.50.

*/#

CG Button Men

Each 'pack' allows two to play. Each pack contains two 'buttons', which are 57mm budges with a full color picture of a fighter, which includes its 'attack dice stats'. For each fighter, you need 3 - 5 dice, as dictated by the button. Each player throws those dice, and try to combine results to exactly match a dice result thrown by the opponent, which allows them to capture that dice: There are six different galters, Need a number of various dice types. Types are: AvisFharmart, Bauer/Stark, Clare/Kith, Karl/lago, Niles/Shore, Hannaly/Kubla.

*##

CG Deadwood

For 3 - 8 players. You're a worthless bit actor on the world's worst motion picture backlot, Deadwood Studios USA. And you've got four days to make more money than every other loser in the place. Needs lots of D6 and play money.

\$10.00

CG Devil Bunny Needs Ham

For 2 – 5 players. Each player tries to scale the sheer face of a hi-rise building. But the Devil Bunny keeps jumping on the highest climber, knocking them down to the ground, where they die, or onto another climber's head, who promptly eatches them. The first to the top wins.

CG Falling
A crazy card game for 4 – 8 players. Everyone is falling (to their deaths) and the object of the game is to hit the ground last. It's not much of a good, but it's all you can think of on your way down (to splat on the ground.) 54 cards, rules.

\$20.00

CG Fight City

For 2 or more players. One city, three families, ten thousand battles. This is an intense strategic and game about the struggle for money and power in a modern anarchy called Fight City. Each player needs one deck, each of which contains all the fighters, locations, and vecapors each player needs. Each player need no material beck. A: Power \$13.00

Deck A: Fower \$13.00

Deck B: Fear \$13.00

Give Me the Brain! Work sucks. Long hours, scratchly clothes, and only one Brain to pass around. The characters Zembies. The place: Friedey's the flast food restaurant of the damned. You will think, with a job life this, that you could get along prarty well without a brain. Which is usually true. But today you must count the meet. Make change. Remember what lettuce is. And maybe even get the pickles to stop staring a you. Better get your hards on the Brain. For 3 - 8 playurs. 15 minutes games, you need a D6.

CG Lord of the Fries
Sequel to the above. This time you and your rotten zombie friends are struggling to convert handfuls of random food into tasy combo meals and sides. Whoever serves up the most garb will become the Lord of the Fries. Whatever that means. This is a completely separate game - you need no brain to play! 3 - 8 players, 46 smith.

CG Get Out

Something is wrong, It's a rainy day in spring. You're jobless and listless. And you live in Your parents basement. So, what is wrong? Your friends have decided to try and get jobs. Get lives. Move out of their parents' basements. And you are stupid enough to mee them. For 2 = 8 players, you need 2D6, pawns for each player.

\$11.00

CG Huzzah! You have been performing this play at King James' Fair-every year in summertime. The pay's horrible, the costumes are stuffy, and the King's director is a fastidious twit. This year he is more fussy than ever, and only the best act can return next year and you want to be that act! For 3 – 8 players, you need pawns for each player, 3D6 & one master pawn.

& one master pawn.

CG Kill Doctor Lucky
Why do all the mystery games start just after all the fun is over? Welcome to the sprawling. J Robert Marsion, a sprawling country estate full of unusual weapons, good hiding places, and crawne killers. Killers like you. The object of the game? To kill Doctor Lucky. Find a weapon, track the old man down, and take him out. The obstacles? For one thing, all of your friends would rather do it first. For another, Dr Lucky is aptly named. You would think that after being stabbed, hung, poisoned and poked in the eye, the old Doctor would just like down and die. But he s got more lives than Rasputin, and an uncanny knack for dodging your best traps. Sick to it Persevere. His luck will run out eventually. Before the night is over, someone is going to kill Dr Lucky. Wouldn't you rather it was you? Includes 4 decks of cards, card map of the mansion, 4 pages of rules 2. 8 players, games take I hour. You need a pawn or playing piece for each player, plus one master pawn for Dr Lucky. S14.00 Craigdarroch A whole new place in which to play Kill Doctor Lucky. This is Craigdarroch Castle.

CG Parts Unknown

For 4 – 10 players. A wacky scientist craze results in them trying to bring people back from the grave. But they need spare body parts, and your spare parts shop is digging up and selling these bits and pieces of fead pople. But can you meet supply & demand? Need two pawns counters. 1D6 and play (or real) money.

\$14.00

For 4 – 7 players. Stand alone sequel to Parts Unknown. It's a gambling eard game about parts, tools, gravestones and bugs. Yummy. delicious bugs. Has 54 cards in three suits. You need play (or real) money to play.

CG Safari Jack

For 2 - 4 players. Time to explore the deepest wilderness of Africa with nothing but your wits, a sunhat, and a very large gun. And your colorful guide. Safari Jack But Jack has already left the camp, and you have to find him. But in the meantime, crawl around the bush and try to shoot more exotic animals than the other players. Need pawns & counters for players.

CG Spree!

Springtime. Midnight. The Mall is beckoning. Destination: LeGrand Mall, the oldest and most poorly secured shopping mall in the world. You and your juvenile friends have decided to loot this place, in an all-night neace with shopping carts. finshlights and guns. Of course, your definition of 'firends' is pretty loose. Which explains the guns. Contains 4 page rules, eard map of the Mall. To play, you also need: two pawns for each player, 2 D6, and two Poker Decks with Jokers. 3 - 8 players, 1 hour.

36.50

CG Starbase Jeff

For 2 – 4 players. Each player has a decks of geomorphic square cards, each with part of a space station. Players take turns adding pieces to a single space station, and must pay opponents if they place one of their cards adjacent to an opponent's card. There are 3 ways to make money, and the player who has camt the most money by the owns. Needs play money or clups.

\$13.00.

CG The Big Cheese
Card game for 3 - 6 players. Rats! That's what you are. Big, hungy rats. You're all
VPs at Rat Financial Inc., and you're all striving for a slice of the Big Cheese. The
president is retiring next month, and whoover can score the most points with him gets
to take his place, and his Big Cheese. Needs 10 stones per player, + dice.

86.20

CG The Very Clever Pipe Game
A bit like dominose, event that this time you are joining pipes. Contains four different variants of the one game, each more complex than the previous in the first game, just join together pipes the same shade, it, light with light pipes, dark with dark pipes. In the second game, just join together the same coloned background sections. In the third, both pipes and backgrounds must match together, etc. Lots of cards with pipes! Needs no accessories.

Science Fiction **BattleTech**

By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightwears out from Earth But then began the Succession Wars, spanning hundreds of lightwears out from Earth But then began the Succession Wars, some property of the succession was been supported by the support of the suppor

adonated game. Streamlined fast-playing rules make it simple to play alongside Bartlet Fech, supporting the game. Due. Lan '00.

BattleTech Master Rules Replaces the Compendium. Combines material from BattleTech 4th Ed. (cirv-teh, and other sources, to offer the most comprehensive set of rules ever published for BattleTech. Contains all the rules for Mechs, wehicles, and infantry, and optional and advanced rules, mech construction, etc. Features stunning full color sections. Also has an ewe, complete set of table-top miniatures rules. Also mech designs, scenario building rules, and the Battle Value System for balancing forces. \$37.00

BattleForce 2 Contains two complete games. BattleForce is fast-speaced, easty to play game that recreates large scale mech combet on a tactical level. This system trains the feel of BattleTech by providing simple starts for each individual mech and tank, vet play is streamlined to allow players to use cutine battalions. Planetary Assault is a game of all out war on a strategie level. The game map represents an entire planet's surface and nearby space. Covers the arrival of forces in the planetary system on JumpShips to the DropShip leadings and the subsequent Mech between the planet is surface and nearby space. Covers the arrival of forces in the planetary system on JumpShips to the DropShip leadings and the subsequent Mech between 1809.

Taging at the fabring kinds.

Solution 3059.

BattleSpace. The new system of aerospace combat in the 31st century, thrusts you straight into the heart of this vast arona, where jumpships, dropships and warships fight to earry their deadly mech cargoes into battle. Fully compatible with Battle Teth lendeder sules, sourcebook with the history of naval warfane, statistics of ships currently in use in the Innersphere, two 22x34 maps, color counters, ship record

currently in use in the innerspance, two seasons and seasons are seasons shoets.

BattlePack: Fourth Succession War Even as Hanse Davion was marying Melissa Steiner, thousands of BattleMechs stood poised to launch one of the largest military campaigns ever! This supplement requires only the BattleTech boxed set to play, and has a book of background info and the securious: a great new woodland map, 8 record sheets, and 20 full color stand-up counters of mechs! \$25.50 BattleTech Map Set #2 8 22*18" maps scattered woods, city ruins, desert hills, mountain lake, river valley, lake with woods, plus the Citytech & Battletech \$28.50 BattleTech and the second seasons are seasons as the second seasons are seasons as the se

BattleTech Maps Set#3 Contains eight 18%22* mapshoets depicting two cach of heart mountains, desert sinkholes, rolling hills, and city \$28.50 BattleTech Map Set #4 Contains eight more 18%22* mapshoets, featuring two each of heavy forus, city streets, large lake, and a drainings besin \$28.50 BattleTech Map Set #5 Contains eight more 18%22* mapshoets, featuring two each of lange mountain, deep carryon, open herrain, moonscepe. \$28.50 Day of Herroes A campaign pack giving scenarios to recreate the battles fought by Alex Cartyle in thew March Robellion, as see in Blood of Heroes novel. This module also finishes off the novel BLood of Heroes, which ended without resolving the combast situation.

module also finishes off the novel BLood of Heroes, which ended without resolving the combat situation \$20.50 Explorer Corps Explore the uncharted reaches of space as a member of the Explorer Corps looking for the Clan homeworlds. Players encounter unimaginable dangers on strangs worlds. Has into about space travel, in the for creating new worlds, and the history of the Explorer Corps.

First Somerset Strikers A sourcebook detailing the BattleTech animated series of 13 episodes which has already been a smash hit in the US. Every character, Mech, & vehicle of the show is detailed in this book.

First Strike A unique BattleTech game supplement created especially for players new to the game. It features thirteen scenarios that require only the basic game to play. Features battles from the Clan invasion, Includes new annoted vehicles and new OminiMech configurations.

S20.50

Maximum Tech: Revised Edition Take your cames to the mass with his.

silay. Features bettles from the Clan invasion, Includes new amnoted venues are insoformished-no configurations.

Maximum Tech: Revised Edition Take your games to the max with this
expansion for BartleTech. New optional nules for players, more realism, more
with the particle of the p

mechs, etc.

The Battle of Coventry A scenario pack that describes the savage conflict between Clan Jade Falcon and defending forces of the linner Sphere on the planet Coventry. A detailed description of the hard fought battle, along with seventeen scenarios and special campaign rules.

Z0.50

The Clans: Warriors of Kerensky Describes in detail all the elements

that forged the Clans into the ultimate warrior society, including their history, government, customs and homeworlds. Also their current status and holdings, mags of Clan space and homeworlds, insignias of the 20 original clans.

The Dragon Roars A Battel-Tech campaign that includes rules for Roale-Forer The Foress of the Draconis Combine and its allies clash with Clan Smoke laguar in a desperate struggle that will decide the fate of the Inner Sphere. Lists all the units involved in each attack wave, campaign rules, mags, etc.

The Shattered Sphere This book is the ultimate guide to the people and places of Battle-Tech, as sent hursup the eves of characters who live there. Officing a brief, comprehensive history of the universe and an in-depth look at events from the Truce of Tukary did through the eves of characters who live there. Officing a brief, comprehensive history of the universe and an in-depth look at events from the Truce of Tukary did through the event of the Innersphere and the Claus Twilfight of the Clans This securation places are the security of the Clans This securation places of the Innersphere and the Claus Twilfight of the Clans homeworld of Huntruss. Has a Battle-force 2 campaign too.

The Fall of Terra Oh no! Those loonies from Comstar who set up in House Individual of the Clans the security of the Clans through the security of the Clans homeworld of the Clans homeworld of the Clans through the Clans homeworld of the Clans through the Clans homeworld of the Clans homeworld of the Clans homeworld of the Clans homeworld of the Clans have the control of the Clans have the control

BattleTech Field Manuals

Field Manual: ComStar Describes the military doctrine, traditions, tactics and battle histories of ComStar's military division, the Com Guards, including new meeths and equipment of both the Com Guards and Word of Blake spilner group. Also provides complete into on Free Rasallague Republic, including the Eridan Light Horse, Royal Black Watch, and Clarn Nova Cat.
Field Manual: Crusader Clarns Describes the seven most aggressive Clars: Blood Spirit, Fire Mandrill, Hell's Horses, Ice Hellion, Jade Falcon, Star Ader and Wolf. This sourcebook deembes the tactics, uniforms, and battle histories of cach Clar, plus special rules that reflect the unique capabilities of each Galaxy, new exponse, equipment, and mecks.

\$37.00

Clan plus special nules that reflect the unique capanitudes of each coastast.

37.00 weapons, equipment, and meebs.

Field Manual: Draconis Combine Contains extensive info about all aspects of House Kurita's military. Every Battlebech Regiment of the DCMs is described in detail, including their history, officers, and tactics. Special rules reflecting the unique abilities of each regiment are included as an optional expansion to Bentife teel games. Also features new weapons, equipment, and Battlemechs.

S34

Field Manual: Free Worlds League An extensive survey of House Marik, the new industrial gainst of the Inner Sphere. The manual contains a full military history of this turbulent realm, from the Succession Wars to the Anduring a stealth suit almost impossible to hit at medium to long ranges; also special rules that reflect the unique capabilities of each regiment. Color renderings of uniforms, unique meetls, etc.

mechs, etc. \$34.00

Field Manual: Mercenaries No war too small, no fee too high. An independent of the death of the death

Sakon units that neter units

Field Manual: Warmland Clams Describes the noble Warden Clans, who have some to use their might to defend humanity against cotasied threats-including the crusacter clark themselves? Clans Ghost Bear, Steel Viper, Diamond Shark, Snow, Rawan, Cloud Cohn, Goliath Scorpion and Coynte, Full color uniforms, tactics, military doctrine, both the histories, etc. Also special rules for the unique capabilities of each Galaxies new weapons, copinment, exclusive Warden BattleMechs, etc. \$40.00

BattleTech Technical Readouts and Record Sheets

Technical Readout 3025 Revised Printing Includes game statistics Technical Readout 5025 Revised 5 Mechs, variants, and conventional technical backgound, and illustrations for 55 Mechs, variants, and conventional vehicles, combat aircraft, etc. This revised priting also includes support vehicles, acrospace craft and rare Star League era mechs from Readout 2750, which is being \$25.50

acrospace craft and rare State Coague with Coague and Coague Cartefuliar Readout 3050 Revised The Clan OmniMechs, Omnifighters, Particumer, and all the standard Innersphere mechs now using the new technology. Also includes mechs and vehicles from the 2750 Tech Readout, as well as being reformated. 224 pages. "Sol.50 Technical Readout 3055 Illustrations (some in colour), descriptions & stats for Inner Sphere Mechs, Clan OmniMechs & Omnifighters, 2nd-line Mechs, and for Inner Sphere Mechs, Clan OmniMechs & Omnifighters, 2nd-line Mechs, and

for liner Sphere 'Meclas, Clan OmmiMeclas & Ommifighters, 2nd-line 'Meclas, and enfais'

Technical Readout 3057 Dropships, lumpships, Warships With Battlespace came a new age of space combine and technology. Both the Innersphere and Claus are rapidly building up their inventories in expectation of the nenexel of war. All the tasts dropships, usarships, jumpships and aerospace fighters are covered here. Includes Battlespace rules clarifications & necessary for the technology. Both the Innersphere includes Battlespace in the state of the state of

including their new Occlots'
302.5/302.6 Record Sheets The second in the series of all new books that
provides pre-generated BattleTech Record Sheets for the BattleMechs and vehicles
described in the Technical Readouts 3025 and 3026, including known variants and
alternate configurations, with the game info on all weapons & equipment appearing
530.50

attenate configerations, with the gaine into for air vegots be equipped to one cach sheet.

3050 Record Sheets Provides more than 250 filled out record sheets for Battlemechs, tanks, hoverenaft & VTOLs from the BattleTech Technical Readout 3050, Includes variants and alternate configerations, with the game info on always one equipment appearing on each shot.

305.73058 Record Sheets More than 250 filled out record sheets for the battlemechs trakes, hoverenaft and VTOLs described in BattleTech Technical Readouts 3055 & 3058, including variants and alternate configerations. As an added feature, the game information for the relevant weapons & equipment is printed on each record sheet?

306.0 Record Sheets Presentenated record sheets for all the mechs.

ash record sheet!

3060 Record Sheets Pre-generated record sheets for all the mecha-tanks, and other new units found in Tech Readout 3060. Also new mech variants.

See MECHWARRIOR (in the Roleplaying section) for more BATTLETECH products & novels.

Babylon 5

Babylon 5 CGS Board Game 2259 Edition Babyton 5 CGS Board Game 2259 Edition **/#
A complete game in itself, this advances the game one year into the 2nd season of Babyton 5, set in 2259 Contains new cards, new empire control sheets, with John Sheridan instead of Sinclair, transformed Delenn, etc. With 30 Jaying cards, 7 dice, 96 counters, 21 map hex-pieces. \$55.00 \(\) 2258 The Vorlons Starter Set Expansion \(\) \$27.00 \(\) 27.88 The Vorlons Starter Set Expansion \(\) \$27.00 \(\) 27.00 The Shadows Starter Set Expansion \(\) \$27.00 \(\) 27.00 The Shadows Starter Set Expansion \(\) \$27.00 \(\) 2259 The Shadows Starter Set Expansion \(\) \$27.00 \(\) \$27.00 \(\) Five new map pieces including the Vorlon homeworld. Vorlon bases Shadow Battleerniers, soculs, fighters, Shadow cards, and complete rules booklet with new rules for using Shadows

Other Games

6 Billion **/#
Produced right here in Melbourne. In this game you have control of one faction, population 1 billion, and your mission is to colonise our solar system, and do it

better than the other factions. What is your hidden agenda? Along the way there is a natural increase in your population, recycle helps, as does power politics, but beware of death, famine, pestilence and war.

\$50.00

GAM BOMBERS OVER DA SULPHUR RIVER */#

A new boxed wangame by Games Workshop, set in the Warhammer 40,000 universe. You can take the part of the Ork Fighta-Bommer pilots, screaming down to smash the vital bridges. Or you can command the henoic Imperial defense, pounting a devastating stream of flak and laser fine at your attackers and directing the counteratack of your brave but outnumbened Thunderbot Interceptors. Has 6 metal miniatures, 3 piece game board, 18 counters, 8 diec.

SJG CAR WARS DELUXE

A game of combat on the free-ways. Choose your vehicle - complete with weapons, armor, power plant, supersion, and body style. If you survive the road battles, your abilities will improve and you can accumulate money to buy bigger and better cars. Advanced rules to you design your own cars, cycles, three-wheelers, vans, trucks, 18-wheel trailer rigs, buses, boats, even helicopters! 144 page rulebook, the Car Wars Compendium, hundreds of full color counters, a giant 32" x 42" map of a town, plus two more maps.

FAS CRIMSON SKIES

FAS CRIMSON SKIES

A simple. fast playing air-combat board game for two or more players. by FASA. This game is set in 1937, in an alternate twentieth century where the United States has factionalized into numerous small countries. Marumoth appelins haul cargo and passengers the length and breadth of the continent, preved on by pirates and protected by properties. The protect of the continent, preved on by pirates and protected by properties. The protect of the continent players are played to the continent players and protected by protection of the protection of th

CRIMSON SKIES MINIATURES

RAL20100	Whittly & Douglas M210 Raven	\$13	2.00
RAL20101	Curtis-Wright J2 Fury	\$13	2 00
RAL20102	McDonnell S2B Kestrel	\$1.	4 (00)
RAL20103	Bell Valiant Mk II	\$13	2.00
RAL20104	Ravencroft Covote	\$14	4.00
RAL20105	Grumman E-1C Avenger	\$14	4.00
RAL20106	Curtis-Wright P2 Warhawk	\$14	4.00
RAL20107	Fairchild F611 Brigand	\$14	1.00
RAL20108	Huges P21-J Mk III Devastator.	\$17	2.00
RAL20109	Marquette PR-1 Defender		2.00
RAL20110	Hughes Aviation Bloodhawk	\$12	2 00
RAL20111	Hughes Lockheed Firebrand	\$14	1.00
RAL20112	William and Colt Peacemaker 370	C14	(00)
RAL20113	Sanderson FB14 Vampire Misericorde Due Nov.	\$14	.00
RAL20114	Misericorde Due Nov	\$14	.00
RAL20115	Liberte Travel Air Autopyro Due Voy	\$14	100
RAL20116	Bird Dog Autogyro Due Nov	\$14	.00
RAL20117	Bird Dog Autogyro Due Nov	\$14	.00

WG HOVER TANK
Death and destruction in the fight for the Caspian Sea region of Asia in 2022. Using plastic playing pieces, you must destroy the enemy airbase and control the region's largest city. Plastic pieces, 4 maps, chips, rules. 2nd rate components in tube. \$50.00

SJG ILLUMINATI DELUXE

SIGILLUMINATI DELUXE

*/##
This new edition non-collectable card game has 106 full-color cards and a revised rulebook. Secret conspiracies are everywhere! The phone company is controlled by creatures from outer space, the Congressional Wives have taken over the Pentagon, etc. Two to six players compete to grab powerful groups and increase their wealth and power. No ploy is to devious. \$750.00 Illuminati Y2K 110 more cards bringing the global conspiracies in synch with (or slightly, ahead of ...) the times. New specials, new groups, and two new Illuminati. Shangri-La and the Church of Sub Genius. \$30.00

SJG INWO SUB GENIUS

This is a stand-done game for 2 to 4 players. It is NOT a collectible card game. Every game with the Not acids. The rules are a slightly simplified version of literature and the Note of the Note of

A first paced multi-plaver card game of intersteller war, set in the Twilight Imperium universe. Set the galaxy on fire with cards like. Minefield, Boarding, Carastrophic Damage, Direct Hir. Asteroids, etc. Take control of mighty combat spaceships and blow your opponents to smithercens. 110 cards, simple rules, 2 to 6 players. Average game takes 15 minutes.

335.00

AH PRINCESS RYAN'S STAR MARINES */###
A combination card and board game based on the adventures of a rag-tag company of Star Marines and their attempt to rescue on the far flung home world of the Dark Empire. Up to six players/Features two stunning mounted mapboards, each 16 'x22' short 16 page rules, 32 site cards, 36 guard cards, 24 marien cards, 50 weapon cards, 60 dispatch cards. Artwork is great 399,00

24 marien cards, 50 weapon cards, 60 dispatch cards. Attwork is great and WIZ ROBO RALLY Revised Printing

*##

A unique and highly amusing board game designed by Richard Garfield, the designer of Magic the Ciathering. The bored robots with the intelligence of your average door knob, of an automated factory, world find amusement in racing each other through dangerous assembly lines. Includes 8 pewter robots, 6 mounted, interchangable mapboards, 84 program cards, 26 option card, niles & counters.

ARMED & DANGEROUS Contains six more stunning mounted

ARMED & DANGEROUS Contains six more stunning mounted mapboards, 250 option cards representing drones, missiles, self destruct, mines, teleporters, etc. & extra counters to enhance game play

CRASH & BURN Two all new gameboard squares, including flamers to fry your poor little robots with, oil slicks to send the robots in all directions, and portals to let your robot jump to other places on the maps.

S24.00

GRAND PRIX Contains three new double sided mapboards, with hazards including multilevel ledges, portals, ramps, repulsor fields, etc. More mad factory racing mayhem!

\$39.00

18actory racing mayhem! \$39,00 RADIOACTIVE Contains three new single sided mapboards, with new hazards such as radiation, radioactive waste, one-way walls, yukky lethal (to robots) radiactive drains. \$35.00

STWO to six places develop technology, explore worlds, and design and build rockets the transfer of the six places and the six places are six places and the six places and the six places of powers and the powers and the six places of powers and th

The space combat game you don't need to be a rocket scientist to play, or a defense budget to afford Fast enough to play over lunch, with custom ship design and handicapping rules for different tech levels to provide endless variation and challenge. Includes many pre-designed ships of various tech levels and sizes, peel-off stickers for ships, and two space maps on the inside covers

GAM SPACE HULK

GAM SPACE HULK

Perhaps the most popular Science Fiction boardgame of all time Veteran Space Marine Terminators board Genestealer infested space hulks searching for ancient artifacts or seeking to destroy the hulk. There is a book with 48 missions. The Genestealer has unlimited resources, and usually ends up swamping the Marines Can you succeed? With 10 plastic Terminators that are honestly better than the metal ones, 20 Genestealers, simple 32 page rulebook, 48 page mission book, 54 interlocking board sections, countes, 24 doors, banners & transfers, 7 dice

ADB Star Fleet Battles Captain's Edition Basic Set Extremely detailed starship combat based on the original Star Trek TV series With 224 page Captain's Rulebook with introductory rules, 24"x20" map, 216 color counters, 64 page SSD book, various tables

SFB Advanced Missions New rules for SFB including nimble ships, catastrophic damage, advanced drones, super computers, etc. \$60.00 Captain's Log # 18 SFB has been taken over by ADB, and here is their first new product. Has 3 new stories, 16 new starships, scenarios, etc. \$27.00

MB STAR TREK MONOPOLY Collector's Ed */#

The standard game of Monopoly except with everything having a Star Trek: The Next Generation flavour. With stunning Star Trek artwork, it features Star Trek real-estate such as the Q replacing Mayfair, neutral zone taxes, 8 pewter tokens of the Star Trek characters.

pewter tokens of the Star Trek characters.

S120.00

MB STAR WARS MONOPOLY Classic Trilogy Ed */#

The standard game of Monopoly except with everything having a Star Wars flavour. With stunning Star Wars artwork, it features Star Wars real-estate such as the Imperial Palace replacing Mayfair, docking taxes, you buy Tie Fighters or the Millennium Falcon instead of Stations, 9 pewter tokens of the Star Wars characters including Vader, Leia, Luke, R2D2, etc, and instead of houses and hotels, there are X-Wings and Millennium Falcon, or Tie Fighters and Star Destroyers.

Hasbro Star Wars Trivial Pursuit Collectors Edition

Thousands of trivial pursuit questions plus photos of the Star Wars galaxy. The numbered gameboard has Star Wars photos, an electronic R2D2 Randomizer determines how many spaces you move, there are 2,400 questions in categories characters, weapons & vehicles, history, droids & 2120.00 (2014).

AH Starship Troopers

*/##

This excellent game is a faithful representation of the hit movie. You'll lead a squad of Starship Troopers against giant, fierce bugs on a barren and forbidding planet. The game board has randomly placed features so no two games are alike. With full color stand-up counters with photos of the troopers and bugs, and a stunning mounted mapboard. Rules are nice and simple, and games take around one flour.

games take around one hour.

\$\text{SDS}\$ Starfire 3^rd Edition

Players lead great fleets through a future history in which a peaceful Ternan Federation battles against more aggressive aliens. The system allows you to design your own ships that suit your own style of play. The swift-resolution D10-only system gives you the power to maneuver large fleets will still finishing games quickly Includes scenarios and ships\(^2\) stats. \text{ \$28.00} Starfire \(^3\) Ed Starter Pack Includes the above rules, one large 4 part map, a scenario book The Stars at War, and 400 counters. \(^5\) \$50.00

Has Star Wars E1 Clash of the Lightsabers */#
From Star Wars Episode 1. Pick who you will be, Sith Lord Darth Maul or Jedi Master Qui-Gon Jinn, and duel to the finish. Use your battle deck to attack and defend, use strategy, skill and the force With 120 full color cards, 2 pewter figures. For ages 8 and up. \$25.00



FFG Twilight Imperium

As soon as I learnt of this game I immediately hunted down the manufacturer and ordered a whole heap of 'em! This is a visually stunning and very playable howardgame of galactic colonization, conquest, and expansion, for 2 to 6 players. The gameboard is different every game, as it has 49 beautiful, 7mm-wide thick-card, goo-morphic hexes, that are arranged differently each game. These tiles include planets, twin-world systems, asteroid fields, supermovas, wormholes, & empty space Players control one of six unique alien races and one homeworld, whereupon they spend production to build spaceships, planetary defenses and units, spacedocks, and develop technology. 76 action cards and 20 political cards add plenty of random events to the game, but often the player who best backstabs the others will win! The rules are a refreshingly short 16 pages, so concentrate on fast paced, action filled games. Ship types are flighters and carriers, cruisers, and dreadnoughts. Thoroughly recommended.

S85,00

Twilight Armada More than 300 olastic miniatures of dreadnoughts.

Same same types are righters and carriers, clusters, and desarrangement from the procommended.

Twilight Armada More than 300 plastic miniatures of dreadnoughts, cruisers, carriers, flighters, PDS, ground forces, starbases etc, in six colors, and also red and white counters, to represent ones and fives.

Sol.00

The Outer Rim Adds thirteen additional hex-systems to form a fifth galactic ring around Mecatol Rex, including two new home systems for two new races. Also has new counters for the two new races, and new Leader Counters and Shock Troopers for all ten races, with new rules

Fantasy

FFG BattleMist

FFG BattleMist
This is a fantasy version of Twilight Imperium. In the ever-changing domain of Menuari, trouble stirs. Control one of six powerful races, which are Dwarus. Elivis, Kniights, Ores, Barbarians, Urdead, and lead your realm into yeast forests plains and mountains in search of the key to ultimate power, the Stars of Timorran. Expand your realm, grow impressive cirics. building mighty armies, widel terrible magic, and send heroes on queets. Featuring the heyphy adaptable gamedoard, so every game is different For 2 to 6 players. With 25 plastic markers. 2 colorful counter sheets, 45 quest curds. 84 action cards, hex map.
The Sails of War Contains a lange 35" x25" sca-map and a multitude of ship-counters for trade ships, warships and transport ships. Players must face turbulent waters and sea monsters as they brave the waters. Also new trade and initiative interfaces, and six recordirectence sheets.

\$50.00

CKG Castle of Magic
For 4 to 6 players. The Land is in chaos and a monster lurks in the Castle. You play
one of 16 different wizards with unique personal goals. You must obtain the fleen of
Power that fullfills your quest. Do you seek to brainst the monster or control it to you
personal gain. The adventure unfolds as you cast spells to gain power and discover

the ever changing secrets of the Castle. With game board, 16 wizard cards, 22 Secret Cards, 42 Move Cards, Crown, Amulet and Scepter pieces, etc. \$55,00

COS Cosmic Wimpout

A first paced game played with 5 special Cosmic Wimpout dice. Players try to rult
scoring combunations and take points which will add up to a wiming total But many
times a player is forced to keep rolling by several strange rules. You can also win or
lose outlight by just one roll. For any number of players. Available in three formats
Cosmic Wimpout Tube.

S10,00

Cosmic Wimpout Boxed.

\$18,00

Cosmic Wimpout Travel Edition With velvet bat.

\$34,00

ATL Cults Across America
The board game of the Chulhu world Pummel the President. Buy a tank. Sack Adham. Shoot Nyandahoey with a Cosmic Ray Gun. You'll command cultists, high priests, tanks, the national guard, the President, even Chulhu himself. With challenging nasource management, detailed combat choices, three sociations 112 game cards. 18x28" color board, 384 counters.

FFI Diskwars

An all-new type of game, a bit like a cross between miniatures' games and trading card games. It is a game of might battles, powerful magic, great heroes, and dangerous monsters. Ouick to learn and easy to play. Players use Ceasure and Spell Disks to fight furious battles on any tabletop. You can customize your army. Each pack contains complete nales and one army of disks, which come in a multitude of sizes. The pack I opened had 41 disks and 27 counters. All double sided, full color. Availability is limited, and if the one you order is not available, we will supply

another at random:	
Farrenghast's Undead Army Set	\$20.00
Orcs of the Broken Plain Army Set	\$20.00
Lathari Elves (Wood Elves) Army Set	\$20.00
Knights of Falladir (Humans) Army Set	\$20.00
Uthuk Y'llan (Barbarians) Army Set	\$20.00
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	320.00

STE KNIGHTMARE CHESS # 1

An extremely popular excessory for the game of chess. This box contains 80 dark and beautiful cards, and simple rules. You must have a chess set to play. You play chess a normal, but every turn a player takes a card as well as moving a piece. The card may tell you to rotate the board 90 degress, for example.

STE KNIGHTMARE CHESS # 2 */#
Here are 80 moor cards to wake up your chess game - 78 brand new cards. You don't need KC#1 to use this one. Complete rules are included to use these new cards. \$30

JOL Knights of the Dinner Table: Ores at the Gates *##

This board game is based on the Knights of the Dinner Table comic strips. Players take the roles of the comic's chanacters in their quest to loot, pillage, and wander the countryside trying to find valuable treasure and defending themselves from rampaging ores. 2 – 5 players. With 4 double-sided full color maps, 146 cards, 38 tokens, colo character tamplates.

BBI Marvel Battlebooks
Full-color comic-format hattlehooks. Each contains quickstart rules, a stats card, & the battlebook, with illustrated attacks that you can perform against another player. You must have at least two books to play. The books are: Wolverine, Iron Man, Captain America, the Mighty Thor. Spider Citel.

\$7.50 ea

AH Monsters Ravage America

Things look hopeless! America is in turmoil. Cities are being crushed. Historic landmarks are getting pulvvized. The armed forces are fighting back as 8 giant monsters ravage America. For 1 to 4 players, each of which controls one grant monster and one branch of the armed forces. 2 mounted 16"x22" boards, 23 plastic playing pieces, counters. 44 cards, etc.

STILE CHESS
A chess variant for up to players where the shape of the game changes with every more The more players von conquer, the stronger you become Has 96 files, which can be played on any small table. Requires chess places, Due More 1950.

ATT 111AIN
A ripsnotting finitiatesy slugfest for 2 to 6 players, each of whom becomes a Titan yying for domination. These 'Itans move about the abstract 16'v22' Masterboard Irying to muster the largust legion of fantastic beasties. When opposing legions clash on the Masterboard play is transferred to one of eleven 8'v,11' Batticland maps With 621. along, attractive counters.

\$87.50

GAM TALISMAN 3rd Edition

I PALISHIAN TO LEURING A WAY TO EARTHON "/H I IS a game played in an without world of dragons and sorcery. As a wazud, warnor, elf, dwarf, or one of seven other characters with special powers each player must set off on a quest to find the Magic Talisman, The journey will be filled with danger monsters, trags, and evil beings are awaiting to defeat your character. Mounted gramboard, I ministatus, I I character cards. 129 advanture cards, 30 spell cards, 40 purchase cards, tower, talisman, tood cards, over 100 counters, 32 coins, etc. A good in nonp. \$90.00

AH TITAN: The Arena
Like the bloodthirsty spectators of an ancient Roman coliseum, plavers wager on the outcome of bloody battle involving finitasy creatures. Each of the 2-5 plavers uses strategy and cuming, together with some good luck, to protect their wagers and to keep their monsters alive until the end of the game. With 110 cards of 8 major creatures. 88 creature strength cards. 11 minor creatures. 25 wagering chips. ctc. Each creature has its own characteristics.

GAM WARHAMMER QUEST

GAM WARHAMMER QUEST

This is the game of bottle, magic and adventure in the danger ridden cavems of the Warhammer world. You take the part of heroic warritors as they explore the caves and tunnels, varquishing terrifying monsters and avoiding deadly traps intheir quest or transure and glory, Includes rules, adventure book, 192 rolephy book, over 100 cards for dangeon, treasure, event, spell decks, etc. tous of counters, card flooplars including: 60 ret warritors, 6 orie archers, 12 giant rats, 12 giant spiders, 6 right goblin spearmer. 12 giant base 12 sondings, 3 minotaurs 12 skaven, bottoarian, vizard, eff; and dwarf
Warthammer Quest. This limited edition first issue has 96 pages, which include using floop plans in towns instead of an event table, a new town location – the bank; a 'daad-good' adventure; rules for skinks, sauruses, krovigor, and the other various Saun executives rules for adventuring in the lizardmen lands. 4 new warriors 57.00
WARHAMMER QUEST MINIATURES

T199286 MBPRIAL NOBLE:

\$2010

CITY929X6 IMPERIAL NOBLE CITO(1)(14 WARRIOR PRIEST

HG WILD STRIKE! A superficero arena combat game in a ziplock bag. Also has a simple set of roleplaying rules for Champions: the New Millernium. Has full color stand-up counters \$10.00

AH WIZARDS QUEST

One of the most popular frantasy board games ever designed. For two to say players, the mapboard portrays the island of Mannon, which has been divided into 36 tentiones and eight eastes. Ore say placed in one third of these places, and players in turn place their men in the remaining unoccupied spaces. With superb full color mapboard, one sheet of counters, 35 Petition Cards, two dice.

*##

CHX WIZ-WAR

Cast spells and steal treasures. This is a beer and preteals classer. The game has four individually designed dungeon floor plaving boards: exciting spells to east on opponents from 130 spell cards five standing color wizard plaving pieces. 2 sheets of counters. For 2 -4 plavers Win by stealing treasure from other plavers.

K&M MODEL TREES



Deciduous Tree Size 1

Size 1 - Green Height

Autumn Height - 3cm without base

\$1.10 each unbased or \$99.00 for a box of 10 (There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)



Fir Tree Size 1

Green Height - 3cm without base

\$1.10 each unbased or \$99.00 for a box of 100 (There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)



Deciduous Tree Size 1A - Green

- Green Height - 5cm without base - Green Height - 5cm without base

- Autumn Height - 5cm without base - Autumn Height - 6cm with base

\$1.95 each unbased or \$43.00 for a box of 25 \$2.65 each based or \$59.00 for a box of 25 (Trees are suitable for 15mm or 1/300°°: DBM, Napoleonics, Epic Warhammer 40,000, BattleTech, Micro, etc.)



Fir Tree Size 1.

- Green Height - 5.5cm without base

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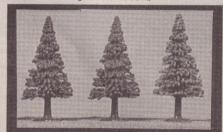


Deciduous Tree Size T70- Green

Height - 7cm without base Height - 9cm with base

- Autumn Height - 9cm with base

\$3.25 each unbased or \$73.00 for a box of 25 \$3.95 each based or \$88.50 for a box of 25 (Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



Fir Tree Size 2A

- Green Height - 10cm without base - Green Height - 12cm with base

\$3.75 each unbased or \$67.50 for a box of 20 \$4.45 each based or \$80.00 for a box of 20 (Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



eciduous Tree Size 3 - Green Height - 13cm withou

- Green Height - 15cm with base - Autumn Height - 13cm without base - Autumn Height - 15cm with base

\$4.95 each unbased or \$89.00 for a box of 20 \$1.65 each based or \$101.00 for a box of 20 (Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, Warzone, and 1/72nd or 1/76th scale, eg Panzerfaust.)



Poplar Tree Size

- Green Height - 3.5cm without base

\$1.10 each unbased or \$99.00 for a box of 100 (There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)



Poplar Tree Size 1A

- Green Height - 5.5cm without base - Green Height - 6.5cm with base

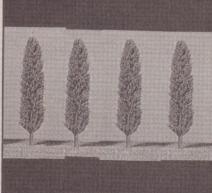
\$1.95 each unbased or \$43.00 for a box of 25 \$2.65 each based or \$59.00 for a box of 25 (Trees are suitable for 15mm or 1/300°°: DBM, Napoleonics, Epic Warhammer 40,000, BattleTech, Micro, etc.)



Poplar Tree Size 2

- Green Height - 6.5cm without base - Green Height - 7.5cm with base

\$2.50 each unbased or \$56.00 for a box of 25 \$3.20 each based or \$72.00 for a box of 25 (Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



Poplar Tree Size 3

- Green Height- 12.5cm without base - Green Height- 14.5cm with base

\$4.95 each unbased or \$89.00 for a box of 20 \$5.65 each based or \$101.00 for a box of 20 (Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, Warzone, and 1/72" or 1/76" scale, eg Panzerfaust.)



Small Green Hedge

Size - 15.5cm long by 1.6cm high

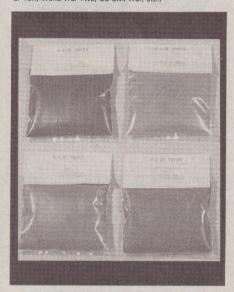
\$2.95 each or \$53.00 for a box of 20 (Suitable for 15mm ancients, Napoleonic, fantasy etc., or as a small hedge for Warhammer Fantasy or 40K, WW2.)



Large Green Hedg

Size - 18cm long by 2cm high

\$4.75 each or \$85.50 for a box of 20 (Suitable for all 25mm figure scales, eg, Warhammer Fantasy or 40K, World War Two, US Civil War, etc.)



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An excellent range of fine flock to put on the bases of your miniatures

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K&M Trees hedges and Geo-bey hill

Scenery for Miniatures

COLOR CODE

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Adventurous Spirit Roads, Rivers, Terrain

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ASTR		Constitution of the Consti	





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6mm Scale Road Sets	
6mm Straight Dirt Road Set, 180cm long, 3cm wide	\$20.00
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Cast in brown. Has six mostly straightish pieces, including a natural ford crossing.
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Cast in brown. Has eight pieces, all winding. Supplement to above pack.
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DBM River/Stream System with Resin B 25mm Scale River Set, 200cm x 10-14cm	ridge (as above + br) \$126.00
Shell Craters	

y	Scale	Crater	Set (20 a	issorted	craters,	12mm-	30mm	wide)	\$6
3	Crater	Set (1	0 assorted	craters	, 30mm	-80mm	wide)		\$15

DBM 15mm Temporary Defense

AS71 15mm Resin Palisade with gate (8cm long)	\$5.95
AS72 15mm Resin Palisade (8cm long)	\$5.95
AS73 2 x 15mm Resin Palisades (4cm long)	\$7.95
AS75 2 x 15mm Resin Palisade Corners	\$6.95

Armorcast's Terraform

Armorcast are the company who brought us those magnificent resin ktis of Warhammer 40,000 titans and vehicles. We are not allowed to import those vehicles to Australia any more, but Armorcast have just released a magnificent rage of resin battlefield scenery for use with Warhammer 40,000, Warzone, Kryomek, and Legions of Death/Planetstorm. Check these out - they are fantastic!

Ruined Building Corners

ARM110 Ruined Building Corner with Single Door Stands 62mm high, with one single door, 4 windows, 75mm x 80mm	\$13.50
ARMIII Ruined Building Long Corner with Double Door	
Stands 62mm high, with single door & double door, 3 windows, 40mm x 1	
ARM112 Low Ruined Building Corners (2)	\$17.95
Two L shaped 40-50mm tall ruined building corners, one longer than the o	ther.
ARM113 Low Ruined Building Corners with shell holes(2) Similar to above, but pitted and scored with shell holes.	\$17.95
ARM115 Two Stories Ruined Building Corner, Roller Doo Stands 88mm high, with single door, roller door, 6 windows, 85mm x 55m	
ARM116 Two Stories Ruined Building Long Corner	\$15.95
Stands 88mm high, with single door, 8 windows, 47mm x 102mm	313.73
ARM117 Two Story Corner with Floor	\$21.50
Two story high corner of a building with windows at ground and first flowith a floor for the first floor, 9cm high, 11cm wide.	or level.
ARM118 Three Story Corner with Two Floors	\$35.95
Three story high corner of a building with windows at ground, first floor le second floor level, with a floor for first and second levels. 12.5cm high.	
ARM119 Four Story Corner with Three Floors	\$35.95
Four story high corner of a building with windows at all floor levels, wit for first, second and third levels, 17.5cm high.	h a floor

ARM121 T Section of Ruined Building with Door	\$14.50
A T section of ruined building with a door, about 6cm high.	
ARM122 Taller T Section of Ruined Building	\$14.50
A much taller T section of ruined building without a door. About 9cn	tall.
ARM123 Ruined Cathedral Straight Wall	\$26.95
A stunning ruined cathedral wall, about 9cm high.	
ARM124 Ruined Cathedral Corner	\$26.95
A stunning ruined cathedral corner section, about 9cm high.	
ARM125 Ruined Cathedral Ends	\$16.50
ARM126 Cathedral Rubble I	\$16.50
ARM127 Cathedral Rubble II	\$12.95
ARM128 Ruined Cathedral Front Wall with Door	\$27.95
ARM129 Ruined Cathedral End Wall with Windows	\$27.95
Cathedral (Undamaged)	
ARM880 Cathedral Straight Wall Section	\$37.00
ARM881 Cathedral Corner	\$37.00
	\$69.00
ARM882 Cathedral Front Wall, Door, Rose Windows	
ARM883 Cathedral End Wall with Stained Glass Win	dow 209.00

High-Tech Walls

ARM130 High Tech Walls Set 1 (2)	\$15.95
Two walls about 6cm tall, one 15cm wide and one 10cm wide.	
ARM132 High Tech Walls Set 2 (2)	\$15.95
Two walls about 6cm tall, 12.5cm wide. Great for Necromunda.	
ARM133 High Tech Walls Set 3 (2)	\$15.95
Two walls about 6cm tall, 15cm & 10cm wide, covered with pipes, bolts.	levers.
ARM134 High Tech Walls Set 4 (2)	\$15.95
Two walls about 6cm tall, each 12,5cm wide, covered with pipes, bolts, I	evers.
ARM135 4" long 1" tall High Tech Walls (3)	\$10.95
Three 4" long 1" tall, high tech walls.	
ARM136 6" long 1" tall High Tech Walls (3)	\$13.50
Three 6" long, 1" tall high tech walls.	
ARM137 6" long 1" tall PipeWalls (3)	\$18.50
ARM138 PipeWalls Accessories (3) End Piece, Junctions	\$13.95

AKWII36 Fipe wans Accessories (3) End Fiece, Junctions	913.7
Stone Walls	
ARM140 10cm x 2cm Small-Rock Walls (3)	\$10.9
Walls 2cm tall. 10cm long, made of small rocks.	0100
ARM142 10cm x 2.5cm Quarry-Stone Walls (3)	\$10.9
Walls 2.5cm tall, 10cm long, made of quarry stones.	
ARM146 10cm Straight Sandbag Walls (3)	\$10.9
Walls 2.5cm tall. 10cm long, straight, made of sandbags.	
ARM148 10cm Curved Sandbag Walls (3)	\$10.9
Walls 2.5cm tall, 10cm long, curved, made of sandbags.	
ARM160 15cm x 2cm Small-Rock Walls (3)	\$12.5
Walls 2cm tall, 15cm long, made of small rocks.	
ARM162 15cm x 2.5cm Quarry-Stone Walls (3)	\$12.5
Walls 2.5cm tall, 15cm long, made of quarry stones.	
ARM190 23cm x 2cm Small-Rock Walls (2)	\$12.5
Walls 2cm tall, 23cm long, made of small rocks.	
ARM192 23cm x 2.5cm Quarry-Stone Walls (2)	\$12.5
Walls 2.5cm tall, 23cm long, made of quarry stones.	
C. i. Ti. 4i - Ti.	

Science Fiction Terrain	
ARM210 Piles of Rubble	\$10.9
A 25mm high pile of bricks, and 25mm high pile of scrap.	
ARM218 Large Pile of Junk	\$15.5
7.5cm tall pile of vehicle parts and other junk.	
ARM220 Tri-Tank Fuel Cells	\$9.5
Three round chemical storage tanks connected together, about 30mm high	
ARM222 Cryo Generator & Small Power Unit	\$10.9
37mm high Cryo Generator and 25mm high Small Power Unit.	
ARM224 Cyro Tank, Fuel Processor, Oil Storage Tank	\$10.9
37mm high Cyro Tank, 30mm tall Fuel Procssor. 25mm tall Oil Storage T	ank.
ARM230 Large Tri-Tank Fuel Cells	\$15.9
Three large round chemical storage tanks connected together, about 50mm	high.
ARM232 Large Cryo Generator	\$13.5
One large Cryo Generator, about 60mm high.	
ARM234 Large Fuel Processor (1)	\$10.9
One large Fuel Processor, about 40mm high.	
ARM236 Large Cryo Tanks (2)	\$13.5
Two large spherical Cryo Tanks, about 60mm high.	
ARM240 Power Grid (2)	\$11.9
Two pieces of a Power Grid, one abot 20mm high, the other 45mm high.	

\$10.95

ARM310 Small Wooden Crates (9 crates)

ARM410 O Two outcroppin

ARM312 Medium Wooden Crates (6 crates)	\$10.9
ARM314 Medium Vertical Wooden Crates (4 crates)	\$10.9
ARM316 Medium Vertical Metal Crates (4 crates)	\$10.9
ARM320 Large Wooden Crates (4 crates)	\$13.5
ARM322 Large Metal Crates (4 crates)	\$13.5
ARM324 Large Vertical Wooden Crates (3 crates)	\$13.5
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ARM340 Small Stack of Crates Set 1 (2 stacks)	\$11.9
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ARM343 Big Crate Stack 1, multi-level (1 stack)	\$17.9
ARM344 Big Crate Stack 2, multi-level (1 stack)	\$17.9
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ARM380 Barrels & Drums (7)	\$13.5
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ARM510 Mechanic's Tool Boxes (8)	\$11.9
Eight tool boxes, jerry cans, storage boxes, etc.	
ARM520 Double Check Valve	\$18.5
ARM530 Transformers	\$16.5
ARM550 Control Room Panels (3 pieces) Three computer consoles, about 5cm high.	\$17.9
ARM551 Air Duct Vent (very large)	\$13.9
Rocks & Ciant Crystals	

NUCKS & GIAIR CLYSTAIS	
utcroppings of Giant Quartz Crystals Set 1 (2)	\$11.9
ngs of huge crystals, about 4cm tall.	The state of
itcroppings of Giant Quartz Crystals Set 2 (2)	\$11.9

Two more outcroppings of huge crystals, about 4cm tall.	
ARM430 Outcroppings of Giant Fluorite Crystals (2)	\$11.9
Two outcroppings of giant fluorite crystals, about 2cm high, and different	widths.
ARM436 Outcroppings of Giant Pyrite Crystals Set 1 (2)	\$11.9
Two outcroppings of giant pyrite crystals, about 2cm high, and different v	vidths
ARM438 Outcroppings of Giant Pyrite Crystals Set 1 (2)	\$11.9
Two outcroppings of giant pyrite crystals, about 2-3cm high, and differen	
ARM442 Large & Small Sandstone	\$11.9

The large sandstone is about 9cm tall by 5cm wide, the of	her is about 2.5cm high.
ARM443 Large Sandstone	\$12.50
ARM444 Slate Wall & Mesas	\$11.95
A large clate wall about four high and two groups of rock	r 7 Tom high Grout!

The second secon	
Rivers	
ARM490 River Set (8 pieces)	\$77.9
A river 120cm long. 9cm wide, with rocky, grassy, sandy banks.	622 5
ARM491 River Straight Pieces (2 pieces) 15cm and a 20cm long pieces of river, same as above	\$23.5
ARM492 River Curved Pieces (2 pieces)	\$21.5
12.5cm and a 17.5cm long pieces of river, same as above.	02110
ARM493 River Spring & Y Intersection	\$26.0
ARM496 River 4" Straight Section plus Curved Piece	\$37.0
ARM497 River Transition Pieces (2) 3" becomes 4"	\$28.0
Alien Plants	
ARM611 Alien Small Pod Plant Cluster	\$10.9
A large patch of ground with 4cm tall rock and several large alien plants	
ARM612 Small Alien Plant Pod Cluster	\$10.9
ARM614 Alien Medium Sized Pod Plant	\$17.5
One huge alien leafy pod plant, around 6cm high.	
ARM615 Large Pod Plant	\$30.0
ARM624 Alien Medium Sized Mantrap Plants	\$28.9
Two huge mantrap plants, one open, one closed, about 6cm tall.	\$28.0
ARM625 Large Alien Mantrap Plant ARM670 Alien Spike Cactus	\$15.9
Large spiky alien cactus plant, around 7cm tall.	313.7
Tree Stumps	
ARM690 Small/Medium Tree Stumps (5)	\$12.5
5 small and medium sized tree stumps, one hollow.	
ARM691 Giant Hollow Tree Stump (1)	\$12.5
A huge hollow tree stump - you can fit several 30mm figures inside.	
Fortifications	
ARM460 Crater Set (3 pieces)	\$8.5
ARM710 Trench Starter Set	\$69.9
Has two weapons pits, two corners and a straight.	
ARM711 Tench Weapons Pit	\$24.5
The trenches are 20mm deep inside, and 25mm wide inside.	\$35.9
ARM712 Straight & Corner Trenches (3) Two corner trenches pieces and one straight trench piece.	333.7
ARM713 T-Intersection Trenches (2)	\$21.5
Two T-Intersection Trench pieces.	
ARM714 Two Straight Trenches	\$28.0
ARM715 45" Trenches (2)	\$22.0
ARM718 Small Weapons Pits	\$24.0
ARM720 Sandbag Bunker	\$74.9
A huge two story sandbag bunker.	
ARM721 Sandbag Emplacement	\$26.9
Large Sandbag emplacement. ARM722 Large Concrete Bunker	\$90.0
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A huge stone bridge with gargoyles on the four pillars.	304.
ARM815 Tech Bridge	\$78.0
ARM820 Bridge of Skulls	\$100.0
ARM860 Tall Skull Obelisk	\$21.5
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Feudal Japan	
ARM970 Japanese Footbridge	\$46.0
ARM971 Japanese Standing Arch (very tall)	\$37.0
ARM972 Japanese Stone Lanterns (3)	\$16.9

Dwarven Forge

Master Maze

ROOM & PASSAGE SET Beautiful 3D dungeon sets, for 25mm scale figures. Each piece is intricately sculpted, cast in durable resin, and hand painted, with felt stuck beneath each piece. The pieces can be arranged and rearranged into rooms and passages of countless shapes and sizes. Also comes with foam storage and a booklet of setup ideas. This Room and Passage Set includes 9 passage pieces, 25 room pieces, 3 swinging doors, 55 bow tie connectors.

S169,95 ROOM SET To be used with the above, includes 29 Room pieces, 2 swinging doors, and 50 bow tie connectors.

S109,95 DELUXE ROOM SET 6 wall pieces with torch holders, 6 unlit torches, 6 lit torches, 6 corner wall pieces, 11 floor pieces, 2 swinging doors, secret door-wall, 50 bow tie connectors.

S129,95 S25 DIAGONAL WALLS SET To be used with the above, includes 25 diagonal wall pieces with 50 bow tie connectors

S109,95 Curved Walls & Passages Set With 4 Curved Passages, 8 Curved Corners, and 30 Bow Tie Connectors.

SHORT PASSAGES SET Has 14 short straight passage pieces, 1 ROOM & PASSAGE SET Beautiful 3D dungeon sets, for 25mm Corners, and 30 Bow Tie Connectors.

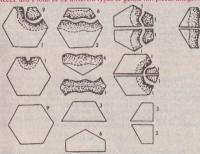
\$109.95
\$HORT PASSAGES SET Has 14 short straight passage pieces, 1 dead end short passage, 30 bow tie connectors.

\$109.95
OCTAGONAL ROOM SET To be used with the above, includes 29
Room pieces that make up an octagonal room, 2 swinging doors, and Room pieces that make up an oxygen of the property of the prop RAISABLE PORTCULLIS A small stone archway with a small raisable portcullis - very cutel S19.00
RED PILLARS A set of 8 red pillars, each 40mm high.
WICKED ADDITIONS SET Has 2 Curved Passage Piecs, 4 Curved Corner Room Pieces, 2 Large Rectangular Floor Tiles, 2 sets of Upper and Lower Stairs, 4 Red Pillars, 1 Long Straight Passageway, 1 Demon Archway, 1 Raisable Portcullis, etc. \$149.95
WICKED ADDITIONS SET II 1 Mermaid Fountain, 2 spiral stairs, 4 pedestals, dead-end short passage, secret door, 2 x stairs down, 4 long wall pieces, 2 large square floor pieces, 40 connectors. \$149.95

Geo-Hex

The world is not flat, but your games tabletop is, and that's why you need the revoluationary, patented, landscape system from Geo-Hex Unlike boring rectangles and one-off hills that limit you, Geo-Hex is comprised of seven shapes engineered to let you simulate any portion of the earth's surface. All pieces are finished and ready to use, you simply arrange them into pleasing landscapes. We do carry stocks of most of the range, but please allow two to three weeks delivery from your order date if any item is not in stock. But rest assured, we import this product by air direct from the USA.





The pieces you get in GH100

GH105 WORLDPAC GameScape Green Set \$210.00 Includes 41 green-flocked hexagonal and part-hexagonal landscape shapes that make hills with smooth contoured sides, the full hexagonal titles being 30cm from edge to edge, a matching 120cm x 180cm GameScape Flocked Green Mat, and scenic cloth for a stream and forest, and a bag of matching lichen. Includes 24 cornerlots to help lock the landscape pieces together. I bought one of these myself, and it is absolutately stunning. A great investment.

GH205 WORLDPAC GameScape Desert Set \$210.00 GH105 WORLDPAC GameScape Green Set

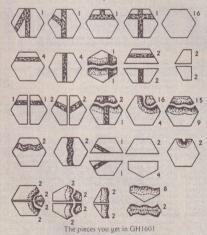
GH110 Hill Set GameScape Green \$105.00
Adds 25 green-flocked hexagonal and part-hexagonal landscape shapes with smooth-sloped contours, identical to those found in the

GH120 Rough Hill Set GameScape Green Adds 25 green-flocked hexagonal and part-hexagonal landscape shapes with sheer cliff faces, letting you add steep hills and impassable terrain to your Worldpac sets. I bought one of these too.

Adds 46 pieces being hill sheer edge pieces and hill transitional pieces.

GH1301 The Expander Set GameScape Green \$185.00 Adds roads to the set. With 35 pieces that cover over 23 square feet, 23 pieces being reversible hexes with plain green on the back and roads on the face. The contour shapes have roads up the face.

GH1601 Master Terrain Set GameScape Green \$560.00 Over 64 square feet of tabletop lanscape. This system can bury a ping pong table with pieces to spare. 135 pieces, including 44 reversible hexes and half hexes, contour shapes, and cornorlocks



GH305 WORLDPAC BattleScape Green Set S250.00 Identical to GH105, except that the landscape tiles and Battlescape flocked mat have a 1½" hexagonal grid printed on them, for playing GH405 WORLDPAC BattleScape Desert Set

PSL12 Sloped Pack (2 gentle hill corners, 2 longs)

PTN12 Transition Pack (4 sheer hill transition pieces)	\$17.00
GEOHEX TERRAIN CLOTHS	
GSMAT-G Green flocked 120x180cm terrain cloth.	\$57.00
I bought one of these, ironed out the creases as per the instr	uctions,
and the mat is absolutately stunning - and the flock does not come off.	
GSMAT-GX Green, hexgrid flocked 120x180cm terrain cloth.	\$72.00
GSMAT-D Desert flocked 120x180cm terrain cloth.	\$57.00
GSMAT-DX Desert, hexgrid flocked 120x180cm terrain cloth	\$72.00
GSMAT-S Blue seascape 120x180cm terrain cloth.	\$50.00
GSMAT-SX Blue, hexgrid seascape 120x180cm terrain cloth.	\$60.00
GSMAT-O Colorful Starscape 120x180cm terrain cloth.	\$50.00
GSMAT-OX Colorful Starscape, hexgrid 120x180cm cloth.	\$60.00
GSMAT-IC Silent Death Next Millennium Starmap (hexes)	\$55.00

GEOHEX FLOCK AND PAINT

GHF49 Geo-Hex Green Flock (1 pint) GHF50 Geo-Hex Desert Flock (1 pint) The same flock that they use on their green or desert hills and terrain cloth. Which means you can flock your miniatures with the same flock, so that your miniatures' bases will blend into GH terrain perfectly. Use with the below paint.

GEOHHUES4141 Geo-Hex Green Paint 4 oz. \$10.00 GEOHHUES4142 Geo-Hex Desert Paint 4 oz. \$10.00 The same color that Geo-Hex undercoat their scenery with. Mix the paint with about 50% P/X glue and then paint onto your figures bases immediately prior to flocking them with the above flock

Miniature World Maker

This is a new locally produced range of rubber scenery. The scenery comes flocked and completely painted. All you have to do is open the bag and use it! Please note, however, that the rubber is quite thin and not as durable as the Adventurous Spirit Range.

Please allow up to 2 weeks for delivery, as these items are made to order.

items are made to order.
Scenery Suitable for 15mm & 20mm Figures
MWMRDT1 Dirt Road Pack. \$43.00 6 Straight sections, 49cm ea, 3 Curved sections, 56cm ea, 2 T- Junctions, Y-Junction, Crossroads. MWMRIV1 River Pack. \$43.00 4 Straight sections, 51cm ea, 2 Curved sections, 30cm ea, 2 S-Bends, 2 Y-Junctions, 2 Fords.
MANAGE Madienal Village Seems \$25.00
MWMC1 Medieval Village Scene \$25.00 Large stone house, small house with walled surround, pig-sty, wicker
fence, bee hives, etc. 29cm x 29cm MWMC1a Small Medieval Village Scene \$20.00
Smaller version of C1. 24cm x 18cm
MWMC2 Celtic Village Scene \$25.00
Celtic village on a hill, within a wooden stockade. 29cm x 29cm. MWMC3 Large Field of Vegetables & Vines
Cottage plus walled fields with vegetables and vines. 29cm x 58cm.
MWMC4 Vine Covered Field \$10.00
MWMC7 Flat Grassy Field \$10.00
Field covered in neat rows of vines. 22cm x 19cm MWMC7 Flat Grassy Field. \$10.00 Stone walls along three sides, rocks on the fourth. 25cm x 18cm.
MCMC8 Walled Field
fourth, 24cm x 21cm.
MWMC9 Rectangular strip of Fields. \$20.00
Cornfield, ploughed field, vegetable fields, vineyard, small orchad, all
on one 52cm x 24cm base. Fields can be cut apart if desired. MWMC10 Graveyard
Walls on two sides, hedges on the other two 15cm x 11cm.
MWMC14 Marshland \$12.50 Marsh with rocks and reeds 25cm x 21cm.
MWMC15 Gorge \$25.00
MWMC15 Gorge \$25.00 2 large rocks, road section, river section. Two x 25cm x 13cm x 7cm. MWMC17 Haystacks \$12.50
Two rectangular fields of wheat, three haystacks, 6 wheatsheaves.
MWMC18 Water Village
MWMC19 Ancient Temple \$12.00
Temple with supporting pillars, 7.5cm x 7.5cm.
MWMC20 Early European House
MWMC21 DBA Base \$6.00
Ancient wicker house in farm setting, 10cm x 10cm, MWMC22 DBA Base
Ancient wicker house, small palisade wall on 2 sides, 12cm x 10cm.
MWMC23 Pack of Two Fields \$10.00
Walled ploughed field with rocky terrain, and ploughed vegetable field. 15cm x 14cm and 15cm x 15cm.
MWMC24 House with Barn \$15.00
Wooden slatted house with barn attached. MWMC25 Wooden House\$12.50
Wooden slatted house.
MWMC26 Wooden Barn \$10.00
Large wooden slatted barn. MWWMC27 Hay and Log Pack \$15.00
Large wooden slatted barn. MWMC27Hay and Log Pack. S15.00 Two large bales and two small bales of hay, two wooden rafts,
different log piles, hay stacks, log stacks.
MWMC28 Rough Ground
MWMC29 Field with Sunken Road
Ploughed field with stone walls, road lined with rocks. 25cm x 21cm. MWMC30 Rocky Outcrop
WWW.Cookocky Outcrop
Scenery Suitable for 25mm & 30mm Figures
MWMWDT1 Wide Dirt Road Pack \$40.00

MWMWDT1 Wide Dirt Road Pack	\$40.00
4 Straight sections, 30cm ea, 2 Curved sections, 18cm ea	a, the road
being 12.5cm wide:	
MWMWR1 Wide River Pack	\$50.00
4 Straight sections, 37cm ea, 2 Curved sections, 23cm; 12.5	cm wide.
MWMF1 Trenches	\$22.50
Four straight trenches, 22cm x 3cm. 25mm scale.	
MWMF2 Trenches	\$14.00
T-section, curved section, end section. 25mm scale.	
MWMF3 Field Works	\$15.00
Palisades with earth bank. Eight pieces. 15mm scale.	
MWMF4 Gun Emplacement	\$10.00
Concrete heavy gun emplacement. 15mm-20mm scale.	
MWMF4A Fox Holes & Machine Gun Nests	\$12.50
Pack of eight concrete fox holes and machine gun nests. 15	mm scale.
MWMF5 Concrete Bunker 15mm-20mm scale	\$10.00
MWMF8 Sandbag Gun Emplacement	\$10.00
Gun emplacement made of sandbags, 15cm x 10cm. 15mm	scale.
MWMSPI Rock Pack	\$12.50
Eight rock sections of various sizes.	
MWMSP2 Small Crater Pack	\$12.50
Principle Committee Commit	

\$12.50

MWMSP3 Large Crater Pack.

Three large craters.

MWMSP4 Rocky Terrain Pack

Four large patches of rocky ground, 15cmx9cm, 19cmx17cm.

Sci-Fi Supply

Sci-Fi Supply make six types of magnificent walls out of durable vacuum-formed styrene plastic, which easily cut into smaller lengths (Each pack has 25 feet! of walls.) These are perfect for enhancing games of Space Hulk, role playing in dungeons, but mostly just great for making indoor arenas in which to fight for Warhammer 40,000 or Fantasy. They also make a range of easy to assemble buildings.

SCI0101 Dirty High-Tech Spaceship Walls

Contains 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the high-tech interior of spaceships, or futuristic buildings. Corridors & rooms, including door ways, etc.

SCI0103 Alien Giegeresque Walls & Rooms

SZ5,00

Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, very similar to the one in the movie ALENS, which was designed by Gieger. For corridors and rooms, including doorways, etc.

SCI0104 Alien Lovecraftian Walls & Rooms

SCS,00

Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, based on the Lovecraftian Mythos. For corridors and rooms, including doorways, etc.

SC11101 BattleField Craters \$10.0 Several sheets of 3-D battlefield craters of all sizes. Perfect for Warhammer 40.00 or BattleTech or Space Marine etc.

or BattleTech or Space Marine etc.

SCI1102 Ruined Building with Rubble

A detailed, partially destroyed and rubble strewn building. Has a large square area of rubble, with damaged walls on two sides. For 25mm or Epic scales, fantasy or SCI1103 Pyrotechtonics Building

SC12201 Sci-Fi Tower
A sci-fi tower suitable mostly for Warthammer 40,000, etc.
SC12203 Downtown High-Rise
S36.9
A sci-fi downtown high-rise building suitable mostly for Warthammer 40,000, etc.

SC12302 Fortified Wall (Part of Fortress Generica) A fortress wall suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortess. SCI2303 Fortified Tower (Part of Fortress Genericia) 32.5.0 A fortress tower suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

Twenty First Century Games

This is an Italian company who make top quality thick-card science fiction and fantasy/western buildings, the perfect size for use with Warhammer 40,000 Dic. The western/fantasy titles are perfect for Warhammer Fantasy, Fantasy Warriors, Deadlands, even roleplaying

21C1.1 Black Moon Base
A large sci-fi base. Y shaped. 70cm long and 60cm wide. 10.5cm high. Also with barricades. Can be combined with the *Irun Cloud Base* to make a lunge starport.
\$35.00 21C1.2 Iron Cloud Base
S35.00
A large sci-fi base, triangular shaped, 50cm long, 50cm wide, and 50cm ligh!
Perfect for Necromunda. Can be combined with the *Iron Cloud Base* to make a

Perfect for Necromunda. Can be combined with the *Iron Cloud Base* to make a highe starport.

21C3.0 The Mine

A 10C3.0 The Mine

A 10C3.0 The Mine

A 10C3.0 The Mine

A 10C4.0 The Barricades

21C4.0 The Barricades

Sci-if barricades, which can also be three city walls. 45cm long. 80cm wide, and crue - 13cm high. Each wall has ramparts on both sides. There are four small towers and a small garchouse. Could be used as the outer walls of a water purification camp.

21C6.0 Missile Base

This is the one I made. Has two missile silos, two missile launching racks, and a bunker, all joined by gangways and gantries. 50 long. 78cm wide. 9cm high. 21C7.0 Control Tower

21C7.0 Control Tower

345.00

A mallistory hexagonal building with two external elevator cars. Building is 18cm. 332.00

332.00

346.00

A mallistory hexagonal building with two external elevator cars. Building is 18cm. 332.00

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A maintstory nexagonat outlang with two external circular teats building is footing at \$35000 and \$35000 high!

21/C12.0 Elevated Monorailway

\$45,00 Elevated monorailway system with two tracks: raised on 7 pylons: with 2 stations and exit stairwells: 2.15 meters long! 12cm high Can be assembled as a square.

21/C13.0 Relay Station

A large hexagonal relay station, with six outer towers: one central tower, raised antena array, and joining catwalks. 49cm x 45cm and 22cm high.

21C2.0 Graveyard

S30.00
Can be used as Wild West. Fantasy, or colonial science fiction. It includes four walls in a state of disrepair, that surround the entire graveyard, two gatchouses, and around 15 graves, all broken open.

21C5.1 The Inn (Ground Floor)
S42.00
Can be used as Wild West. Fantasy, or colonial science fiction. It can be used as the ground floor of a 3 story inn, or as a complete one story inn. It contains an optional roof, and has a complete interior. 26cm wide, 31cm long, 14cm high.

21C5.2 The Inn (First Floor)
S24.00

the ground 1600 optional root of the property of the property

221.C5.4 The Stable

Can be used as Wild West. Fantasy, or colonial science fiction. It can be used to itself or as an add-on to the inn. 26cm wide, 21cm long, 15cm high. 21C14.1 Ziggurat – Aztec Temple \$55 A very impressive ancient Aztec-style temple, 71cm long, 38 wide, 30cm high.

Twenty Five Edition

Another Italian company making cardboard buildings, however, these buildings are not in the same league as the Twenty First Century

buildings above.	
25E3101 Medieval Castle	\$35.00
51cm wide, with 4 towers, keep and gatehouse.	
25E3102 Medieval Fortified Monastry	\$35.00
65cm wide, with two towers, two gatchouses, one bell tower, and walls.	
25E3201 Roman-style or Wild West Wooden Fort	\$20.00
29cm wide, with four towers, walls with ramparts, gate.	
25E3202 Sci Fi Bunker 27cm wide, a simple bunker.	\$20.00
25E3301 Fantasy Palace 10cm wide, small 3 storey fantasy palace.	\$10.00
	\$10.00
25E3401F Sci Fi Outpost 28cm high, two towers and a landing pad.	\$24.00
25E3403F Medieval Garrison Small walled garrison.	\$13.00

Miniatures & Miniatures Rules **COLOR CODE**

New Item Now Available and in Stock

■ New Item Not Yet Released

Ancients & Medieval

Warhammer Ancient Battles

WHW Warhammer Ancient Battles Warhammer Fantasy Battles goes historical! Designed by Jervis Johnson and Rick Priestley. two Games Workshop staff. Uses the same basic rules as Warhammer Fantasy Battles, but there is no magic and no moga-powerful characters (yes!), just commanders, standard bearers, musicians, and the various troop types - so you can just focus on tactics and combatt Only arcient and medieval weapons are catered for such as thrusting spears, heavy throwing spears showed the standard standard standard spears, heavy throwing spears sonone, light primary standard spears and the spears of the spear

Eureka Miniatures m figures sculpted and cast here in Australia. Exaggerated 28mm fig

Later Assyrian Neo Sargonid
New range to be featured in next catalog – absolutely stunning figures.

WRG Ancients 7th Ed

WRG ANCIENTS RULES 7th Edition Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 6mm to 25mm) represents 50 men. All troop stypes (from archers to elephants), weapons, formations. & tactics for the period are included in this 48 page book, plus reference card. All troops are based and fielded in elements, of either 2, 3 or 4 figures per base. Rules include historical background, field engineering, fortifications, unusual 'terror' weapons.

WRG ARMY LISTS Vol 1: Ancient Near East 3000 - 500 BC Covers all the amines of the Ancient Near East 5000 - 500 BC.

RG ARMY LISTS Vol 1: Ancient Near East 5000 - 500 BC Covers all the armies of the Ancient Near East from 3000 - 500 BC as Babylonian, AssyrianEarly Greek Hoplite, Spartan, Achaemenidian, armies of the Persian wars.

Persian, armies of the Persian wars.

WRG ARMY LISTS Vol # 2: Armies of Far East, Asia, WRG ARMY LISTS Vol # 2: Armies of Far East, Asia, America The Far East, Asia, and America. Some of the armies covered are: Later Shang Chinese. Hsiung-Nu. Han. Three Kingdoms Chinese, Medieval Victinanese. Mongol, Japanese (early to late), etc. \$17.00 WRG ARMY LISTS Vol #3: Armies of Alexander & Punic Wars Deals with a small geographical area, although the most popular one -Alexander and his Successors, the Punic Wars. the Western Nomads, the Great Romain Wars of the 2nd Century BC, and Romain Civil Wars of the 1st & 2nd Triumvirate.

D.B.A.

WRG De Bellis Antiquitatis Fast Play Ancients Rules 1.1 These are WRG's fast play ancient & historical miniatures rules. Game mechanics are a simplified version of DBM, using the same basic concepts. One major difference is that all armies consist of 12 clements or bases of figures, which means that no army can have over 50 figures. There are no point values. It is a 20 page book containing simple yet effective mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm, or 1300th scale games. S12.00 WRG De Bellis Antiquitatis Fast Play Ancients Rules 2.0 The Hilly revised DBA is due out around Feb '00, which will be updated to be consistant with DBM and the new army lists. Dne Feb. \$14.00

D.B.M.

WRG D.B.M. 2000 DE BELLIS MULTITUDINIS Mass WRG D.B.M. 2000 DE BELLIS MULTITUDINIS Mass Ancient & Medieval Combat These rules are designed for 2mm, 6mm, 10mm, 15mm or 25mm figures, and recreate combat with no record keeping and a minimum of diec rolls. All units are rated according to how they fongth, not according to how they were armed and armored. Shock cavalry are knights, skirmishing horse are cavalry or light horse, infantry are bow, blades, spears, pikes, warband, auxilia, or skirmishers. All units are on identical width bases containing 2 to 4 figures, and square off to fight each other. Each unit has a basic combat factor versus foot or mounted, and these factors are effected by terrain, supporting ranks if applicable, and whether your flanks and rear are secure. Certain troop types destroy others if they score higher, such as knights fighting spears or warband fighting blades, but mornally you need to double the enemy clement's score to kill it. A brilliant command system makes you wrack your brain as you try to out-manoeuvre your opponent. Regular armics are easy to maneuver, irregular armics less so, and morate is simple but effective—if a command losse 1/37 do it is chements, it is broken, and the army breaks at ½ casualizes.

317.00 DBM ARMY LISTS Bonk #1 3000 BC.—500 BC 2nd Ed This book includes notes on each army, rules for using allies, climate, aggression. Bruscan, Early Achaemenid Porsian, Early Carthaginian, etc. Nov. \$19,00 DBM ARMY LISTS # 2 500 BC - 476 AD 270 E dA new, 2nd Edition, with many lists having been completely revised, such as the Later Hoplite. Selencid, Gracco-Bactrian, Republican & Classical Indian, Other amites covered are Alexandrian Macedonian, the Successors, Camillan, Polybian, Marian, Early, Middle, Late, & Patrician Roman, Later Carthaginian, Hunnic, Alans, Gallic, Ancient British, Sassanid Persian, Early German, Visigoth, This book is the most popular in the series \$19.50 DBM ARMY LISTS # 3 476 AD - 1071 AD 2¹⁰ E d The Dark Ages and Early Medieval Period, now revised & undated, Amites of interest

great list!), Welsh from 580 AD - 1420 AD, Middle Anglo-Saxon, Feudal Spanish, Norse Viking, Early Polish, Early Hungarian, Georgian, Seljuq Turk, Anglo-Danish Norman, etc. \$19.00

DBM ARMY LISTS

For use with the De Bellis Multifudinis Warnames Rules BOOK 3: 476 AD to 1071 AD

Compiled by Phil Barker and Richard Bodley Scott

WARCAMES RESEARCH GROUP

2nd EDITION AUG 1999

DBM ARMY LISTS # 4: 1071 AD - 1500 AD 2nd Ed The amy lists of the High Medieval Period, have now been revised and updated Some lists have seen huge changes, such as Early Crusader (with shape generals and a regular Kn and Bd option). Later Crusader (with heaps more Spear and King Richard becomes Reg Kn(S)). Free Company, which gets sub-generals instead of allies: also changes to Italian Condotta, Spanish/Portuguese, Teutonic get auxilia, etc.

519.00

DBF De Bellis Fantasticus: Here There Be Dragons WRG have released DBF, the fantasy rules supplement for DBM! (You must own DBM to use this book.) The book adds several new troop types such as Flying behemoths. Plying Vehicles, Behemoths, Large Humanoids, Undead, and unicoms. Allowaces are made for huge moisters having double width & depth bases. There are rules for flying, great rules for heroes, some monsters can parchase a magleal power, and rules for vizards. The book then has three sections of army lists. The first amy fits are based on other popular fantasy miniatures games and cover Imperial Humans. Undead, Lizardmen, etc. The second section are mythological army lists; and the third section is my farvorite—the taditional army lists, ie, inspired by The Lord of the Ungo.

S19.50

Precision Tournament Dice

Precision Tournament Dice I don't know about you, but the dice I use in my games of DBM, especially during DBM tournaments of which I play in around four a year, drive me absolutely batts. So here we offer Precision Backgammon Dice, which are "perfectly balanced" dice that require an extensive and expensive process to make. The result is dice that will give consistantly balanced results Several colors. \$10.00 per dice (1)

WRG History Books

WRG ARMIES OF MACEDONIAN & PUNIC WARS 359

146 BC A superh 192 page sourcebook on the period of ancient history
from the time of Phillip of Macedon. Alexander the Great, to the arising of
Rome as the comprehensive time book is one of the most comprehensive
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history book available, even this book is one of the most comprehensive
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OKIO	Thessarian Javenninen (4 with sincid. 4 with no sincid.)	

Days of Knights

Chipco Days of Knights Chipco's simple, brief medieval rules, from 1250-1500 AD. Includes army lists for the more important armies of the day, rules for generating special characters, can be used with 15mm or 25mm figures, rules for holy relies, army standards, omens, portents, movement & combat based on previous Chipco miniatures games. 324.00

Tactica

QUA Tactica Ancient Rulebook A set of ancient rules using the Tactica system. by Arty Confliffe Includes army lists of the more common beligerants, heaps of great color photos. \$27.00 QUA Tactica Medieval Rulebook A set of medieval rules using the Tactica system, by Arty Confliffe and Ed Regendahl. Includes 27 army lists, siego rules, campaign rules, scenarios, tournament rules. \$30.00

Revenge

Renaissance

D.B.R.

WRG DBR Wargames Rules for Renaissance Battles The DBM rules converted at last to the Renaissance period, covering the period 1494-1700 AD. These are the simplest set of Renaissance rules available, which retaining the full feel and generalship of the renaissance rules available, which retaining the full feel and generalship of the retaining of record keeping is reported to the retaining of the retaining of the retaining the reported to the retaining the reta

Chinese and Japanese Wars: Armies of the Americas, and Armies of the Reformation.

17.00

DBR ARMY LISTS BOOK 2 This book has army lists covering the large European northern wars, the Thirty Years War and Great Rebellions and the Mogbul Conquest of India.

DBR ARMY LISTS BOOK 3 Armies of the Eastward Colonial Expansion and of the European Enlightenment.

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The Age of Gunpowder

CHIPCO The Age of Gunpowder 1500 – 1700 A fun, fast play set of rules that takes around two hours to play with 120 figures per side. Complete army lists are included that cover all major and minor combatants of the period, including Samurai, Aztee, Conquistadors, French, Holy Roman Empire: The combat system portrays the interaction of pike and musket during the period.

Warfare in the Age of Discovery

EHQ Warfare in the Age of Discovery Miniatures rules for the Renaissance 1470 – 1680 AD. A set of intermediate level rules with extensive amy lists covering the major amies of Europe covering the Italian Wars through to the Religious Wars. Also how to create securations and generate terrain. A mapless campaign system links battlest together. Also amy lists for 30 Years War. English Civil War, etc. 333.00

18th & 19th Century

Chef De Bataillon

EMP CHEF DE BATAILLON

A rules system that portrays tactical warfare in the Napoleonic period. With a fast moving pace, the rules make battles advance quickly to reach the crisis point - sometimes too rapidly for a complex plan. The rules fill a missing component in the entire spectrum of Napoleonic miniatures gaming - you have been able to fight major battles and even entire campaigns, but now you can re-fight regimental and brigade actions that occured within the large battles in a manner preivously unavailable. The rules vividly bring into life the capabilities of troops and weapons and the effects of terrain in a new and innovative way. With 196 page rulebook, 65 pages of charts & data, 2 counter sheets, etc.

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Empire

EMP EMPIRE

By The Emporer's Headquarters. The comprehensive, illustrated EMPIRE

hy The Emporer's Headquarters. The comprehensive, illustrated EMPIRE

illebook carefully describes the proven Telescoping Time concept which

allows you to accurately simulate a Napoleonic battle in the most time
efficient manner yet possible. You are cast in the role of a real corps or army

commander, allowing you to synthesize grand-tactical decision-making with

consideration of tactics. Detailed leader ratings allow personalities to

function on the miniatures table like they did in real life. With detailed

appendices that describe troop and leader ratings, morale, firepower,

changing combat performance by campaign year, etc.

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Tired of having to adopt boardgames as rules for your miniatures

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Designed for Hollywood style action and quick exciting games of piracy on
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**Pirates so marked have one or two open hands, so that you can add a random weapon to their hand, to make greater variety.

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PirateShip Pirate Ship. \$75.00 225mm x 175mm resin pirate ship, being just the one topmost deck. Comes with musts, railings, gratings, ships wheel and figurehead. PirateScc Pirate Ship Extra Middle Section (to make the above longer). \$25.00

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WRG FIRE AND STEEL
Skimish wargames rules for the period 1700 - 1900. The rules were written to provide a fast moving game, leasting from one to two hours. For two or more players each with up to 8 figures. Gives troop specifications for Seven Years War and Napoleonic battles, Indian Mutrin against Colonial English, the American Civil War. Sudan Campaigns. American Indians, etc. § 13.50.

Flint & Steel

COA FLINT & STEEL 1740 - 1789 RULES
Brand new rules from Clash of Arms, being miniatures rules for the
American Revolution and the Age of Reason. Suitable for 5mm. 10mm.
15mm. 25mm or 30mm figures, and a sheet of top down figure stand
tomplates a provided with
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From Valmy to Waterloo

COA FROM VALMY TO WATERLOO

A game in which the grand tactical and tactical levels are defined but remain separate in play. On the grand tactical level the gamer must determine the overall objectives for the army, and on the tactical level, the player must then attempt to achieve these objectives with the figures he commands on the tabletop. As these rules reflect history, the gamer must learn the basics of factical combat. The great advantage is that the rules will also, as you play them, teach you these historical tactics. Includes a 96 page rulebook (not too complicated!), 4 scenarios, cheat sheet book, 210 counters, 20 unit 54,000.

In the Name of Glory

DM In the Name of Glory Napoleonic Rules
Grand tactical rules that are based on overall command & control and troop
morale rather than the details of combat effecting individual troops. Smallest
tactical unit is a Brigade of Infantry (consisting of a minimum of 4
elements). No re-basing of figures required. 30 pages. \$25.00

Le Petit Empereur

CHIPCO Le Petit Empereur A fun, fast play set of rules that takes around two hours to play with 120 figures per side. Complete amy lists are included that cover all major and minor combatants of the period. Also has unique national capabilities, a novel 'Moral Clock' system, simple and quick movement and combat resolution. \$15.00

Napoleon's Battles

AVA NAPOLEONS BATTLES
Rules for grand tactical brigade-regimental warfare from 1792 to 1815.
Includes unique mechanics that stress Command-Control & player internation. One 15mm figure represents either 120 infantry or 80 cavalry, with a fallery base per battery. One time = 30 minutes, one inch = 100 and DYO (48 pages) as scenario book with 8 battles and DYO (48 pages). Stress of the property of

Off to War

Principles of War

POW Napoleonic Principles of War Miniatures wargames rules for conflicts between 1792 and 1815. These rules feature a simple mechanism that emphasises command and control. For any scale, from famm to 25mm, There is no casualty removal. I inch = 100 yards for 6mm adu 15mm, 1 inch = 50 yards for 25mm. There are usually 12 - 18 turns a day. One unit of models represents one foot regiment of two or more brattalions, a cavalry unit represents a brigade of two or three cavalry regiments, an artillery battery represents several batteries. Also has detailed army lists for most nations involved. Caters to 25mm. 15mm or 6-10mm.

Shako

QUA SHAKO
By Atty Conliffe, who brought us Spearhead and Tactica. These are multitievel Napoleonic rules that allow you to fight mid-sized Napoleonic battles
using infantry Battalions and Cavalry regiments. Or you can fight epic
elashes like Waterloo using entire Divisions and Brigades. The command
system emphasizes player generalship and rewards good planning. All major
tactical doctrines are represented, so amines look and maneuver as they did
historically. 20 Napoleonic army lists are supplied. Playable with any
Basing System. Also includes Seven Years War with 9 amy lists. \$35,00
Fields of Glory 18 scenarios, including Spanish against Frunch in 1808,
Wellesley in 1808, Raab 1809, Austrians against Polish in 1809, the Russian
Guard at Austerlitz, Plancenoit in Waterloo, Wavre 1815, etc. \$28,00

They Died for Glory

QUA THEY DIED FOR GLORY
The Franco-Prussian War, 1870-71. This war ushered in a new era in warfare Breachloading guns replaced outdated muzzle loading rifles. Breachloading Krupp artillery and the French machinegun made their appearances. Mass cavalry charges and assaults by columns of infantry resulted in huge casualties. Easy to learn and play, written especially for 15mm, players can build a division, corps or army. Eleven scenarios. \$28.00

Warfare in the Age of Reason

EMP WARFARE IN THE AGE OF REASON 2nd Ed

By The Emporer's Headquarters, an easy to learn set of miniatures rules for
the 18th Century. Tractical, campaign and siege sections can be used together
or separately to let you refight battles from Mariborough to George
Washington. The tactical rules use simple but in-depth mechanics to portray
the state of the period. The elegant Campaign system is designed
to the state of the period. The elegant Campaign system is designed
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Campaigns and Battles from the Age of Reason Seven scenarios plus how to create your own. 100 new tactical maps, anny lists for Spain in Europe and the Americas. Prussia and Austria in 1757, etc. \$28.00

15mm Buccaneers

VB1 Buccaneer General/Captain	\$0.55
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VB3 Buccaneer with pistol and cutlass	\$0.55
VB4 Buccancer with musket held over the head	\$0.55
VB5 Buccaneer with halfpike	\$0.55
VB6 Bucanneer artillery crew	\$0.55
Bucaneer Army 8 officers, 4 Cimaroons, 52 Musketeers, 32 pikemen, pistol and cutlass, 2 cannons and crew	46 men with

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AB offer the very finest in 15mm Napoleonic. Beautifully sculpted and detailed, each type comes in a number of variations. The number of variations on each code varies from type to type, and can range from 1 to 10 variations. When you order you will be supplied with a random selection of variations within that figure type.

If you want to see a complete list of all AB Napoleonic figures, please buy the Eureka Catalog, which has B&W photos of all the figures. \$16.00

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Tabletop Complete Armies

Napoleonic Army Starter Set
Warfare in the Age of Reason Rules, and over 100 15mm French & British
excellent AB figures, incl. infantry, cavalry, artillery. Note that cavalry
count as two figures, artillery count as several pieces.

19th Century **Battles for Empire**

WAR Battles for Empire 1870 - 1902
Assisted by Arty Conliffe. A complete rules system for recreating the battles of British imperial conquest in minitature. Players command units of British regulars and trained colonial recurits, for fight against these invaders with Dervishes, Zulus. Pathans or Boers. No re-basing of figures required company sized units, integrated movement and morale system makes ambitious plans difficult to co-ordinate when under fire.

\$35.00

Fire & Fury

QUA FIRE & FURY

An innovative game system using miniature armies to recreate battles of the American Civil War. The game emphasizes playability without sacrificing historical accuracy. The rules ofter everything you look for in a Civil War game, unit quality, leader effectiveness and casualities, morale, command control, weapons effectiveness, ammo supply, and fog of war. The basic combat unit is the brigade of infantry or cavalry. Has five scenarios. No remounting of figures is necessary.

\$45.00

is necessary.

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Great Western Battles Scenario Book Seven new scenarios, with maps, special rules, historical background, order of battle. Scenarios are Shiloh 1862, Corinth 1862, Stones River 1862, Champion Hill 1863, Chickamauga 1863, and Atlanta 1864.

Great Eastern Battles Scenario Book At last we found this much sort after title! New scenarios, with maps, special rules, historical background, order of battle. Scenarios are First Bull Run 1861, Seven Pines 1862, Gaines Mill 1862, Frayser's Farm 1862, Cedar Mountain 1862. Second Bull Run 1862 and Antietam.

532,00

Gunfighters, Gamblers & Villains

Gunfighters, Gamblers & Villians of Old West set of rules that are an exciting, fast moving game which can be play 16 page set of rules that are an exciting, fast moving game which can be played by 2 or more people. You need a tape measure, pack of playing cards and figures from the Wild West. Rules are simple and include character generation, wounds and injuries, weapons, dynamite, gunfight rules, etc.

Johnny Reb III

JOH Johnny Reb III 3rd Edition, Infantry uses a scale of one figure equals 30 men. This means that an infantry regiment of 16 miniature figures, being four stands of four figures per stand - represents a 480 man regiment. Each artillery piece represents one battery, with two or three crew. representing two or three sections within the battery. This version of the rules is greatly streamlined, with the vast array of tables and charts from previous editions being replaced with a system that required only one single sheet for almost all the info needed for play. The regiment is the basic building block of the rules. A simplification of combat and charge systems the play of much larger games are possible. 96 pages. 240 counters. 4 copies of the Quick Reference Chart.

Mr Lincoln's War

WAR Mr Lincoln's War Written with the assistance of Arry Conliffe. Focuses the action on the tactical unit of the American Civil War—the Regiment. You play the role of a brigade or divisional commander. Includes a point system, no ne-basing of existing figures required, quick bartle resolution. 15 diagrams: a 5 minute turn sequence, gives command control problems common to this war.

Patriots & Loyalists

WAR Patriots & Loyalists
Written with the assistance of Arty Conlifte. A regimental-level game for the American Revolution which allows players to focus on battle plan execution, and to control armies as if they were Washington or Howe. Emphasizes morale and its effects on manueuver ability, unit cohestveness in the face of enemy fire, and reactions to enemy activity. Minimal charts and factor calculations permit players to finish battles in a single evening. With scenarios. No re-basing of figures is required. Has point values for all units. Also covers the French and Indian War.

Principles of War

POW Principles of War Waterloo to Mons
Miniatures wargames rules for regular and colonial conflicts in the 19th
Century, from the end of the Napoleonic wars to the beginning of WMI.
These are a complete set of rules, which again emphasise command &
control. Has army lists for the major nations between 1870-80, and a colection of colonial armies, such as zulu and American Indian. New
weapons include machine guns
Colonial Army Lists 1838 – 1915 Covers early, high and late
colonial periods, with lists for Afghans, Boors, Japaness, Sikh, British
French, Mevican, Spanish, American Indians, Zulu, Pcking, etc. \$18.00
Continental Army Lists 1820 – 1869 Army lists cover Greece
Russia, Turkish, Austrian, British Crimean, Russian Crimean, US Union
and US Confederate, US Cavalry, etc.
Continental Army Lists 1870 – 1915 & Russian Civil War
Covers the late 19th Century Continental armics pre-WWI. Continental
armics during WWI. and the Russian Civil War
\$18.00

Stars 'N' Bars

EMP STARS 'N' BARS

3rd Edition. This is The Emporer's Headquarters exciting, accurate and comprehensive rules system for simulating the American Civil War Each plaver controls entire brigades, divisions and neven corps-sized formations. This is possible by the use of the proven Telescoping Time Concept. The personality rating system makes the historical personalities come after You are challenged to play their role and are confronted with the problems that were once those of Robert E Lee, George A Custer, etc. You now lead the famous brigades, divisions, and corps and relight the epic battles of this war Includes comprehensive rule book, counter sheet, play aid cards

524,00

The Civil War Maps Contains four huge full color maps of those parts of North America involved in the Civil War Also has simple campaign and movement rules, with dot to dot movement system, railroad and roads, cities, etc.

Warpaint

WARPAINT Cavalry & Indian Wars lar recent release by The Emporer's Headquarters. Warpaint is EMP W This is a popular

s set of rules specifically designed for 25mm figures (but can be used with 15mm) that enables you to recreate the endless battles and skimishes that characterized the frontier that was the American Wild West. It features a quick play system that will not bog the gamer down, while still retaining much of the flavor of the period. The rules are written at a scale of 1 figure represents 5 cowboys or Indians, but an advanced option lets you play 1 to 1 scale, so that you can relive battles such as the OK Corral. Thirdeen seenarios split between both secales will have you fighting Indians, surrounding Custer, defending wagon-trains, and resolving gun fights \$24.00

25 Piece 15mm Indian Army Pack	\$15.00
25 Piece 15mm US Cavalry Army Pack	S15.00
50 Piece 15mm Indian Army Pack	\$27.00
50 Piece 15mm US Cavalry Army Pack	\$27.00
(Note, mounted Indians & Cavalry count as 2 pieces)	

HaT8004 Union Zouves infantry (45 pieces, 1/72nd scale, plastic)\$11.50

Complete Armies

American Civil War Starter Set
Includes a popular set of US Civil War Miniatures Rules, and over 100
excellent 15mm AB figures, with Union and Confederate soldiers, including
inflanty, cavalry & artillery. Note that cavalry count as two figures, artillery

Zulu Wars Army Starter Set
Fields of Honor Rules, and 100 15mm Zulu and British Colonial figures made by Irregular Miniatures. Note that cavalry count as two figures.

WW1, 2 & Modern

Battleground WWII

EE BATTLEGROUND WORLD WAR II
An extremely detailed set of skirmish World War II rules. In a 3-ring binder, includes 120 pages of rules, individual tank charts which include four 10-hit diagrams per tank, with 20 hit comes per diagram: stars for German, Russian and American tanks, guess a scharios, rules and the sections, and the sections of the section of the section of the sections of the section of BATTLEGROUND WORLD WAR II

Battleground Miniatures

BEEZ004 American 30 cal Team \$30.00 lincludes 30 Cal MMG team firing, and on the move. (6 figs + MMG) EEE2005 American Anti-Tank Team \$20.00 lincludes 5 figures - 2 bazookas, 2 loaders. I man with rifle grenade. EEE2006 American Heroes: Men of Honor S26.00 lincludes 5 figures - 1 with MMG, others with variety of other weapons. EEE3006 German Heroes: Men of Honor \$26.00 lincludes 5 figures - 1 with MMG, others with variety of other weapons. S26.00 lincludes 5 figures with a variety of weapons.

Challenger 2000

TAB CHALLENGER 2000
This new version of Challenger is both updated and revised, making a must for all modern ministures gamers. Changes include new move sequence, new morale. Explosive Reactive Armor, new missiles, etc. The rules cover battlegroup combat from 1950 to 2000; Each micro-scale (1/28/sh) or 1/300th) ministure in the game represents one AFV weapon, for man. The 66 page michook includes reference charts, a beatier-zone template & 170 markers. The popularity of this product is due to it's comprehensive detail & evcellent tacteal integration of the combined-arms doctrine Mechanics cover the command network, communication, multirole ordinance, electronic & NEC warfare, engineering, helicopter operations, air support, and much more.

\$25,00

Modern Equipment Handbook.

and much more. Modern Equipment Handbook Modern Equipment Handbook # 2

Clash of Armor

COA CLASH OF ARMOR

Uses a unique Activation System based on Command Quality and a scale of 1 unit equalling 1 platoon, this game allows the gamer to simulate combat using historical troop ratios. Multidivisional battles can be played on a 4'x8' playing surface, and play completed within six hours. Clash of Armor governs time differently from most other miniatures rules A unit activation system allows units to perform activities according to the logic of a player's strategy. The game allows players to push their units to greater levels of activity, but at the cost of greater fatigue and disorganisation. Enemy units can also respond to these actions, but also at the cost of fatigue etc. The system is quite good, and favours German units flexibility over that of Russians, for example, 64 pages, and includes unit organisations, vehicle, gun and troop charts with stats, etc.

335,00

gun and troop charts with stats, etc. 352.00
FROM GOLAN TO SINA1 Arab Israeli Wars 1956-73
Containing six scenarios spanning three wars, this Module includes all the supplemental rules and data needed to carry the Clash of Armor system through the Arab-Israeli wars until 1973. Each scenario includes a map, a brief historical commentary and unit organisations and equipment. All new vehicles and guns are provided with all relevant stats.

ROMMEL'S BATTLES Contains six scenarios covering Rommel's centire combat span in WWII The actions are balanced and varied; the Germans are attacking in scenarios I & 3. defending in 6. counterattacking in 5. and involved in meeting engagements in 2 & 4. They cover France 1940. North Africa 1941-42, and France 1944.

Command At Sea

NO SAILOR BUT A FOOL Coastal Actions in WW II A 64 NO SAILOR BUT A FOOL Coastal Actions in WW II A 64 page book with 210 counters representing ships from motor boats to battleships and aircraft, shore batteries, shore installations, amphibious assault roops. "No sailor but a fool fights a fortness." Said Sir Horatio Nelson. But in WW II some had to be fought. So this book has seven scenarios including Oslo 1940. Operation Sea Lion, etc. You must own CommandAtSea or Supermarine 1 S27,00 Painters Guide to World War II Naval Camouflage 54 page book combining descriptions and diagrams of the most important schemes and techniques of the American. British French German, Italian, Japanese, Russian, and other navies. 330,00

Russian, and other navies.

SUPERMARINA I This is a complete game of the War in the

Mediterranean from 1941 - 1943, and portrays the struggle for naval supremacy in the Mediterranean Sea, the vital supply link for Axis forces in North Africa. With 24 scenarios from submarines versus convoys to battleships and cruisers slugging it out off Cape Teulada. The Data Annex book gives all the technical info. Several scenarios are highly suited to solitaire play. With 150 counters of Italian and British ships, 240 aircraft counters, 30 info counters, nules, dice, etc.

SUPERMARINA II Part II of the Mediterranean War. July 1941 to August 1942, portraying the struggle for naval supremacy in the Mediterranean the vital supply link for Allied and Axis forces in Note Mediterranean war. Africa Has over two dozen new scenarios. 70 page book.

S22.50

The Naval SITTEP Issue 15 A magazine choe-a-blow with stuff for Command at Sea and Harpoon. Includes scenarios, ship stats. Japaneses mine sweepers, merchant ship data, ship charts, aircraft, etc.

Command Decision III

EHQ Command Decision 111
The popular WWII rules by Frank Chadwick are back in an all new 3rd Edition. These rules lift WWII miniatures combat above the skimish level and recreates battles from the battalion to division level. Emphasis is on command-level decision making, rapid movement, and quickly developing tactical situations. Technical accuracy has been improved over previous editions and features expanded weapons charts. Has basic rules, advanced rules, secnarios, campaigns, equipment & organisation lists for France, Germany, Italy, Japan, Poland, UK, USA and USSR.

S60.00

CrossFire

QUA CrossFire
By Arty Conlifte, who brought us *Speerhoad This is an extremely innovative new set of WMII miniatures rules for Company Level WMII gaining, for 170th or 150 th scan which not use index or game timely an extremely extremely



Firefly

TAB FIREFLY
World War Two battlegroup actions for 1/300th and 1/200th scale miniatures, based on the *Challenger* rules. Rules cover pre-game reconaissance, detailed orders, command control including radius and loss of command control, target acquisition, weapons fire based on a D20, with guns rated for length of calibre, direct and indirect area fire, aircraft operations, night fighting, a template for artillery fire, counters, and 45 army lists, covering all the weapons, ammored fighting vehicles, and army lists, of all main beligerants of WW2. I can t say much for their calculations of tanks armor thicknesses, however - slopped armor has not been taken sufficiently into account. Regardless, these are popular rules.

\$16.00

Harpoon 4

COA HARPOON 4
Harpoon Rules The rules that come in the game \$26.00
Harpoon 4 Quickstart Rules Same as in the game \$16.50
Harpoon 4 Data Annexes Same as in the game \$27.00
Harpoon 4 Players Handbook The booklet contains the charts and tables used with the Harpoon 4 rules. To speed play, they have all been collected into this one booklet.

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Ral Partha's Battlestorm

Ral Partha's BATTLESTORM Rai Partha have at last released their own fantasy miniatures rules! Battlestorm uses a simple combat system that stresses action, reaction and interaction. Attackers declare any melee combat before they move. This way the opponent has the option of counter-attacking, fleeing or even attacking some other unit. Combat can fire off an excling chain reaction that suddenly draws many units into the fray. These are called battlestorms and they often mean a battle can hinge on a few critical decisions that cause an explosion of carnage. These rules are designed for the bold commander who wants to feel the rush of adrenaline as his troops become emmeshed in a tactical chess match with all the violence and pageantry of a medieval fantasy battle. 160 full color pages with heaps of color photos of Ral Partha

miniatures, includes army lists and stats for Savages, Barbarians, Reavers, Tyrants, Dragons, Dwarves, Goblins, Orcs, High Elves, Humans, Undead, Trolls, Ogres, and heaps of monsters and animals, etc.

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This range is being re-packaged with new codes. Otherwise unchanged. Details next catalog.

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CHAOS I CIT975297 CIT986385	SLISTERS DECHALA THE DENIED ONE (1) SCYLA ANFINNGRIM (1) SCYLA ANFINNGRIM (1) PLAGIUEBEARER COMMAND (3) CHAOS PINK HORRORS (2) PINK HORRORS CHAMPION PINK HORRORS CHAMPION PINK HORRORS CHAMPION PINK HORRORS COMMAND CHAOS ELUE HORRORS (2) ARCHAON (1) CHAOS CHAMPIONS CHAOS TRANSFERS CHAOS BEASTMEN COMMAND (2) CHAOS CHAMPIONS CHAOS TRANSFERS CHAOS BEASTMEN COMMAND (2) CHAOS BANNERS BEASTMEN COMMAND (1) CHAOS BANNERS BEASTMEN COMMAND (1) CHAOS SINGHT HEROES (1) CHAOS COMMAND (2) CHAOS MARAUDERS WITH (1) CHAOS MARAUDERS WITH (1) CHAOS MARAUDERS COMMAND BESTIGORS (CHAOS BEASTMEN) BESTIGORS (CHAOS BEASTMEN) DESTIGORS (CHAOS BEASTMEN) BESTIGORS (CHAOS BEASTMEN) CHAOS CHAOS CHAMPION (2) CHAOS COMMAND (2) CHAOS CHAMPION CHAOS MARAUDERS COMMAND (2) CHAOS CHAMPION (2) CHAOS CHAMPION (2) CHAOS CHAOS CHAMPION (2) CHAOS CHAOS CHAMPION (2) CHAOS CHAOS CHAOS COMMAND (2) CHAOS CHAOS CHAOS COMMAND (2) CHAOS CHAOS CHAOS CHAOS COMMAND (2) CHAOS CHAOS CHAOS COMMAND (3) DESTIGORS (CHAOS BEASTMEN) BESTIGORS (CHAOS BEASTMEN) DESTIGORS (CHAOS BEASTMEN) DESTIGO	\$16,00 \$16,00	EMPIRE BLISTERS	biologica (
CIT977826 CIT979431 CIT986019 CIT986026 CIT979424	PLAGUEBEARER COMMAND (3). CHAOS PINK HORRORS (2). PINK HORRORS CHAMPION. PINK HORRORS COMMAND CHAOS BLUE HORRORS (2).	\$18.00 \$12.50 \$11.00 \$16.00 \$12.50	EMPIRE BLISTERS CITY94281 EMPIRE VOLLEY GUN (1) CIT202048 KNIGHT OF THE BLAZUBG SUN STANDARD CIT720348 KNIGHT OF THE BLAZUBG SUN STANDARD CIT737135 (SANDMASTER OF THE BLAZING SUN (1) CITY94540 EMPIRE GUTRIDERS (1) CITY94540 EMPIRE MORT AR (1) CITY94434 EMPIRE GREATSWORD (3) CITY38519 ALDEBRAND LUDENHOF (1) CITY38519 ALDEBRAND LUDENHOF (1) CITY34539 SORIS TODBRINGER (1) CITY94434 EMPIRE GREATSWORD (3) CITY94438 REIKSMARSHALL KURT HELBOR (1) CITY94438 SUPREME PATRIARCH (1) CITY94439 SUPREME PATRIARCH (1) CITY94351 SUPREME PATRIARCH (1) CITY94365 KNIGHTS PANTHER STANDARD CITY94373 CRANDWASTER - KNIGHT PANTHERS (1) CITY94365 KNIGHTS PANTHER STANDARD CITY94434 EMPIRE HALFLING HOT POT (1) CITY34656 EMPIRE FOOT SOLDIERS (3) CITY94243 EMPIRE ARCHERS (1) CITY94243 EMPIRE ARCHERS (1) CITY94243 EMPIRE ARCHERS (1) CITY94243 EMPIRE ARCHERS (1) CITY94243 EMPIRE GREATPOIRS (3) CITY94244 EMPIRE HALFORD (3) CITY94441 ILEAN CROSSBOWMEN (1) CITY94551 KISLEV WINGED LANCER CHAMPION (1) CITY94173 EMPIRE REIKSGARD CHAMPION (1) CITY94182 EMPIRE REIKSGARD CHAMPION (1) CITY94184 EMPIRE HACGELLENTS (2) CITY94194 EMPIRE HACGELLENTS (2) CITY94441 ILEQUEN OF KISLEV (1) CITY94449 EMPIRE BATTLE STANDARD BEARER (1) CITY94457 HANDGUNNERS ARCHERS (1) CITY94457 HANDGUNNERS ARCHERS (1) CITY94457 HANDGUNNERS ARCHERS (1) CITY94457 HANDGUNNERS ARCHERS (1) CITY94457 HANDGUNNERS AR	\$27.00 \$12.50 \$9.00 \$11.00
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CIT756797 H CIT756803 H CIT756803 H CIT791501 M	BLISTERS IGH ELF BANNERS IGH ELF BOWMEN (1) IGH ELF BOWMEN (2) IGH ELF BOWMEN (3) IGH ELF GENERAL (4) IGH ELF GENERAL (4) IGH ELF GENERAL (5) IGH ELF GENERAL (7) IGH ELF GENERAL (7) IGH ELF FROS IGH ELF ARMORED ARCHERS (3) IGH ELF FRONT RANK SPEARMEN (3) IGH ELF FRONT RANK SPEARMEN (3) IGH ELF MAGE ON STEED (1) EA GUARD CHAMPION (1) GATHERS COMMAND (1) IGH ELF MAIDEN GUARD CHAMPION IGH ELF MAIDEN GUARD CHAMPION IGH ELF MAIDEN GUARD (3) OETH COMMAND OETH CHAMPION WORD MASTERS OF HOETH (3) ORHIL LIVER HELM KNIGHT	\$14.50 \$13.50 \$16.00 \$10.95 \$13.50	CITY91891 ODDGIT GOBLIN SHAMAN CITY91907 GROTFANG ORC WARLORD (1) CITY94601 GOBLIN WOLF BOYZ COMMAND CITY94618 GOBLIN WOLF BOYZ (2) CITY94615 FOREST GOBLIN SPIDER RIDER (1)	\$13.50 \$22.50 \$13.50 \$13.50 \$11.00
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CIT996346 T CIT996353 H CIT996407 H CIT996414 H CIT996421 H	ECLIS (1) IGH ELF REPEATING BOLT THROWER (1) IGH ELF CHAMPION IGH ELF COMMAND IGH ELF SPEARMEN (3).	\$16.00 \$22.50 \$11.00 \$12.00 \$13.50	DWARF BLISTERS CITYO9777 DWARF STONE THROWER & CREW	\$27.00 \$11.00
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CIT0820 HE CIT0821 EL CIT0826 EM CIT0835 EM	OXED SETS IPIRE HANDGUNNERS REGIMENT (16). IPIRE HALDERDIERS (8). IPIRE WAR WAGON (1). IPIRE STEAM TANK (1). IPIRE WAR WALTAR (1). IPIRE WAR ALTAR (1). IPIRE MALDER (1). IPIRE MALDER (1). IPIRE MALDER (1). IPIRE MALDER (1). IPIRE HALDERDIERS REGIMENT (16 plastic figures).	\$43.00 \$43.00 \$43.00 \$43.00 \$43.00	CHAOS DWARF BOXED SETS CIT999439 CHAOS DWRF GENERAL ON LAMASSU (I) CIT999446 EARTHSHAKER (I) CITCD14 CHAOS DWARVES (8)	\$49,50 \$49,00 \$14,00
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C11990029	WOOD ELF ARCHERS WOOD ELF TREEMAN (I)	\$13.50
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Science Fiction

Babylon 5 Wars

AOG Babylon 5 Wars 2nd Edition

This second edition is reformatted, streamlined and clarified, with new art and new ships. New ship control sheets include the Minhari Whitestar, the Earthforce Thunderholt, etc. These official, detailed miniatures rules for Babylon 5 are presented in a boxed set which recreates the many epic struggles between the various races and factions which make up the Babylon 5 universe. The rules allow for engagements as small as a few fighters on each side to large fleets battling for control of a planet, includes rules and background material, ship control sheets for all the popular Earth Alliance, Minhari, Centauri and Narn ships and fighters. Also has two full color counter sheets, 12 metal miniatures and star maps. The rules are like a simplified version of Star Fleet Bantles. \$105.00 Babylon 5 Wars 2nd Edition Boxdess Versions Same as above but with no miniatures, map or box. Much cheaper! \$56.00 War of Retribution: Altas of Narn/Centauri War Updated Version History and color maps in a week by week account of the Narn/Centauri war, in which the Narn were soundly defeated. Also statistics and ship record sheets on Narn and Centauri ships and fighters, including many new ones. New rules, & 110 color counters. \$46.00 Atlas of Earth Alliance Wars Full color 96 page book detailing the Earth Minhari War and the Earth Alliance Civil War. Also has 80 full color counters & ship recounts book. Lots of new ships & fighters. \$48.00 Showdowns #1 Includes rules for minefields, ship control sheets for learner, monos, atmosphere, gravity welks, and over 20 scenarios. \$48.00 CEE Earthforce Sourcebook

CEE Earthforce Sourcebook
This roleplaying supplement for *The Babylon Project* also contains a complete set of simple miniatures rules for Babylon 5, written by Jon Turlley, who wrote *Fall Thrust*. As such the rules are simple to learn, but actics are very hard to master! The rules are magnificent, and you can easily control six ships each plus fighters. This is the game system for mel The book contains counters for all the above ships and fighters, but I will be using the below miniatures.

Babylon 5 Wars Fleet Action Scale Miniatures iniatures are closer in scale to each other and will be one piec where possible. Fighters are 6 to a stand, 3 stands to a pack.

AOGBW406	Earthforce Starfury Fighter (18)	\$16.00
AOGBW407	Nam Frazi Fighter (18)	\$16.00
AOGBW408	Centauri Sentri Fighter (18)	\$16.00
AOGBW409	Minbari Nial Fighter (18)	\$16.00
AOGBW444	Earthforce Thunderbolt Fighter (18)	\$16.00



AOGBW244 shown next to AOGBW444

Babylon 5 Wars Miniatures

EARTHFOR	RCE	
AOGBW201	Earthforce Omega Destroyer (1) \$25	5.5
AOGBW205	Babylon 5 Station Due Oct. \$70	
AOGBW206	Starfury Earthforce Fighters (3) \$14	1.0

Miniatures: BattleFleet Gothic - Dirtside II - 59

AOGBW210	Earthforce Nova Dreadnought (1)	\$26.00
AOGBW211	Earthforce Artemis Heavy Frigate (1)	\$21.00
AOGBW212	Earthforce Hyperion Cruiser (1)	
AOGBW219	Earthforce Poseidon Carrier Due Oct	\$60,00
AOGBW220	Earthforce Olympus Corvette	\$26.00
AOGBW221	Earthforce Sagittarius Cruiser Due Sept	\$26.00
AOGBW244	Earthforce Thunderbolt Fighter (3)	\$17.00
AOGBW305	Refits & Upgrades Earthforce/Minbari	
REV3622	Babylon 5 Station Model Kit	\$45.00
This is a stunr	ning model kit with decals for all of the blue-met	allie and grey-
metallic areas	that run the length of the station, as well as	other sections.

The model is 43cm long and has 37 pieces.

MINBARI		
AOGBW202	Minbari War Cruiser (1)	\$25.50
AOGBW209	Minbari Fighter (3)	\$14.00
AOGBW216	Minbari Tigara Strike Cruiser Due Sept	\$26,00
AOGBW217	Minhari Flyer (3)	\$14.00
AOGBW222	Minbari Whitestar (1)	\$21.00
AOGBW224	Minbari Early Cruiser (1)	\$21.00
AUGDWZZ	William Early Claise (1)	
NARN		
AOGBW203	Nam G Quan Heavy Eniser (1) Nam Heavy Fighter (3) Nam Assault Cnuiser (1) Nam Bin Tak Dreadnought (1) Nam Rongoth Destroyer (1)	\$25.50
AOGBW207	Nam Dana Eighten (2)	\$14.00
	Nam Heavy Fighter (3)	\$25.50
AOGBW214	Nam Assault Cruiser (1)	\$20.00
AOGBW242	Nam Bin tak Dicadhought (1)	£20.00
AOGBW261	Nam Rongoth Destroyer (1)	
AOGBW262		
AOGBW264	Nam Dag Kar Missile Frigate (1)	\$15.00
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AOGBW267	Nam Gortih Medium Fighter (3)	\$14.00
AOGBW268	Nam Var Nic Destroyer (1)	\$16.00
AOGBW269	Nam Thentus Frigate	
AOGBW306	Nam Var Nic Destroyer (1) Nam Thentus Frigate Refits & Upgrades Nam/Centauri	\$20.00



MOGD.		
ENTAURI		
OGBW204		\$25.50
	Centauri Medium Fighter (3)	\$14.00

AOGBW204	Centauri BattleCruiser (1)	\$25.50
AOGBW208	Centauri Medium Fighter (3)	\$14.00
AOGBW213	Centauri Warship (1)	\$15.00
AOGBW246	Centauri Dargan Strike Cruiser (1)	\$25.50
AOGBW247	Centauri Covran Scout (1)	\$16.50
AOGBW248	Centauri Octurian Battleship (1)	
AOGBW249	Centauri Haven Patrol Boat (2)	
AOGBW255	Centauri Kutai Gunship (1) Due August	
AOGBW255	Centauri Balvarin Carrier (1) Due August	
AOGBW258	Centauri Altarian Destroyer (1)	
AOGBW260	Centauri Rutarian Strike Fighter (3)	
AUGUNZOO	Centauri Rutarian Strike i igiter (5)	

OTHER RA	CES Drazi Sunhawk	\$21.00
AOGBW229	Raider Delta-V Fighter (3)	
AOGBW230	Raider Carrier (1) Due Sent	\$25.50
AOGBW231	Raider Battle Wagon Due Sept	\$25.50
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AOGBW301	Nam Fleet Boxed Set Due Nov.	\$99.00
	Includes 2 x 203, 2 x 207, 1 x 214	
AOGBW302		\$99.00
	Includes 1 x 204, 2 x 208, 4 x 213	
AOGBW303	Earthforce Fleet Boxed Set Due Oct	\$99.00
	Includes 1 x 201, 2 x 206, 3 x 212	
AOGBW304	Minbari Fleet Boxed Set Due Oct	\$99.00
	Includes Ly 202 Ly 209 Ly 217 Ly 224	

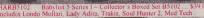
The only problem with the AoG fighters above is that they are rather large. If you want tiny fighters that are a similar scale to the capital ships, then you can use some of the foround Zero fighters below, which are similar in design to the equivalent Babylon 5 fighters.

Tiny X-Wing Fighters (Suitable for use as Starfury) (24)	\$10.00
Tiny Tri-Wing Fighters (Suitable for use as Minbari) (24)	\$16.00
Tiny Crescent Fighters (Suitable for use as Centauri) (24)	\$16.00
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Harlequin Babylon 5 Miniatures

m Limited Edition Boxed Sets

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Battlefleet Gothic

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BattleTech

FAS BATTLETECH 4th Edition This 4th edition comes with a 48 page rulebook that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc). movement, combat, etc. a 32 page record sheet book; a 32 page full color book with quick start rules and heaps of background info, there are two 22°×27° maps; & 48 cardboard full color standup counters, being two each of 24 different mechs; and 144 full color unit strickers. Note that there are no rule changes.

\$47.50

Ral Partha BattleTech Miniatures

Mechs & AFVs
1/285th Scale Metal kits with 1 or () models.

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Starsiege Rebellion

AoG Starsiege Rebellion

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WHT TRINITY: BATTLEGROUND

A new boxed miniatures wargame from White Wolf, based on the Trinity RPG It covers the war between the Aberrants and the psions of the Seventh Legion on the deep-space colony of Khantze Lu Ge – the war to save humanity has begun! Fire rains down from the heavens as 22nd Century ships filled with Legionaries drop to the surface of Khantze Lu Ge. These troopers have come to make a last-ditch stand on the outer frontiers of colonised space. Aberrants, indeously deformed super-humans from Earth's past, have begun to enslave the planet's population, but now the Seventh Legion has come to save them. With 20 superbly detailed exaggerated 25mm resin miniatures, 2 foam hills, heaps of light-card buildings, felt dice bag with dice, measuring sticks, tons of counters, pads of character sheets cards with game info, introductory and full scale rules, etc. special price – Price was \$130.00 Now an amazing \$40.00!

VOR: The Maelstrom

The Maelstrom is an unimaginable force that pulls entire worlds – including the near future Earth, into a warped dimension, where it slowly consumes them. The Noc-Soviet and Union power-bolecks find themselves suddenly not only at war with each other, but suddenly beset by fierce and bizzare alien races which have also been sucked into the Maelstrom. This is a fast-paced new miniatures game by FASA, with flexible game mechanics that allow both skirnish games and large-scale battles. You can use any miniatures with VOR. Includes profiles for the nine most important races that between the profiles for the nine most important races has basic army lists. This starter box introduces players to the deadly setting and has everything needed to play. Also plastic templates, etc. 16 30mm scale miniatures are included; a 7cm tall Growler Bull, 3 Growler Homed Ones (4cm tall by 3.5cm wide), 3 Growler Pups, 9 Union Soliders, Also 3 Growler Force Book The dwellow growlers, bulking beasts of pure agreesion, constitutes feared for their superior physical prowses 37,00.00 Growler Force Book The dwellow for superior physical prowses of unequaled ability to survive in the Maelstrom. Dwellow for the profile of the provided of the

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Warhammer 40,000

GAM WARHAMMER 40,000 3rd Edition
The all new, completely revised 3rd Edition Warhammer 40,000 is out now!
The easiest way to explain the revisions, is that Warhammer 40,000 is no longer a skirmish (squad) level game, with 2,000 point Space Marine armies having only around 20 figures and a couple of vehicles. The new rules play a lot quicker and smoother, allowing much bigger armies. This is done by streamlining the game system in many ways: movement rates have been generalised; overwartch has been scrapped; each race instead has its own unique wargeral list instead of cards; powerful characters are toned down considerably; your psyker can perform one psychic power in your turn if he can roll under his leadership (so psykers don't dominate the game anymore either – about time); vehicles are easier to destroy; points costs should be about half what they were before; amy lists are completely different now. Other rules have also been streamlined, such as shooting, taking wounds, penetrating amor, saving throws, hand-to-hand combat, and units breaking. There are modiffers to break tests such as –4 if outnumbered 4 to 1. Units break a lot faster than before. And no more sustained fire dice, heavy weapons may fire from 1 to 3 times, depending on the weapon. The game comes with a 288 page rulebook, which includes a my lists for Space Marines. Imperial Guard, Orks, Sisters of Battle, and Heroes of the Imperium. These army lists are complete, but don't have any special properties. The game includes a new plastic landspeeder. 10 space marines with separate arms, weapons, heads; 20 Dark Eldar with with separate lams, weapons, heads; 20 Dark Eldar with with separate lams, weapons, heads; 20 Dark Eldar with with separate lams, weapons heads; 20 Battledges, seven paint trees, thick transparent plate veapon templates. 288 page rulebook.

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CITY76584 ORK FORTRESS. Space Ork Vehicles from Gorkamorka – at very cheap prices! CITY76205 REBEL GROT CUTTA	\$31.50
CIT978205 REBEL GROT CUTTA	\$16.00 \$25.00
CIT978953 DIGGA TRUKK	\$20.00
CIT980550 SPEARGUN TRUKK CIT980963 ORK BIKER CIT981045 WRECKER TRUKK	\$20.00
SPACE ORKS	\$20.00
CIT966766 ORK NOBZ (I)	\$11.00
CIT966769 ORK BOYZ WIV 'EAVY WEAPONS (2) CIT968794 ORK IN MEGA ARMOR (1) CIT968824 ORK BURNA BOYZ (2)	\$13.50
CIT708024 ORK WARBOSS (HUGE!)	\$12.50 \$22.50
CIT708024 SNAKE BITE ORK NOBZ CIT708130 SPACE ORK BANNERS CIT798357 SPACE ORK TRANSFERS.	\$11.00 \$12.50
CIT986712 NAZDREG BAD MOON WALORD	\$15.00 \$22.50
CIT998081 SPACE ORK WARPHEAD (2). CIT998081 ORK DEATHSKULL LOOTERS (1). CIT998111 ORK SNAKEBITE BOAR BOYZ (1).	\$13.50
CITY98128 SPACE ORK SMASHA GUN (1) CITY98135 ORK TRAKTOR CANNON	\$24.00
CIT998142 ORK STORMBOYZ (1) CIT998159 ORK PULSA ROKKIT	\$11.00 \$24.50
CIT998166 SPACE ORK KOMMANDOS (2)	\$12.50
CITYYSUSU SPACE ORK SPLATTER KANNON (I) CITYYSUSY SNAKEBITE BOAR BOYZ NOBZ (I) CITYYSZUS SNAKEBITE NOBZ	\$13.50
CITY98210 SNAKEBITE ORK BOYZ CITY98227 GOFF NOBZ (1).	\$13.50
CIT998234 GOFF SKARBOYZ CIT998258 SQUIG CATAPULT (1)	\$12.50 \$24.00
CIT998265 ORK SHOKK ATTACK GUN CIT998272 ORK FREEBOOTERZ	\$24.5t
CITUUS 326 SDACE ODE BOVZ (2)	412 51
DARK ELDAR	
CIT969456 DARK ELDAR RAVAGER CIT972760 DARK ELDAR WITH SPLINTER CANNON (2)	\$40.00
CIT969296 DARK ELDAR KRUELLAGH THE VILE CIT969869 DARK ELDAR FEMALE LORD	\$16.00 \$11.00
CIT/96/852 DRAZHAR MASTER OF THE BLADES CIT/98/833 DARK ELDAR MANDRAKES (3)	\$16.0t
CIT972029 DARK ELDAR REDER EQUADRON (3).	\$54.00
CIT972791 DARK ELDAR WARRIORS (16 plastic figures) CIT971923 URIEN RAKARTH, MASTER HAEMONCULUS (1)	\$31.50 \$16.00
CIT974481 DARK ELDAR WYCHES (5)	\$27.00 \$11.00
CIT972777 DARK ELDAR HAEMONCULUS (1) CIT971930 DARK ELDAR INCUBI (2)	\$11.00
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CIT971497 DARK ELDAR SCOURGES (5) CIT971473 DARK ELDAR WARRIORS WITH SHTREDDERS	\$45,00
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CIT971435 DARK ELDAR WYCHES (3) CIT971435 DARK ELDAR SUCCUBI (1)	\$13.50
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CIT981786 DARK ELDAR SCOURGES WITH SPLINTER RIFLES (2) CIT970391 DARK ELDAR SCOURGE WITH DARK LANCE (1)	\$12.50
DARK ELDAR CITYO9456 DARK ELDAR RAVAGER CITY09456 DARK ELDAR RAVAGER CITY072760 DARK ELDAR RAVAGER CITY072760 DARK ELDAR KRUELLAGH THE VILE CITY07980 DARK ELDAR FERMALE LORD CITY07983 DARK ELDAR BERMALE LORD CITY07983 DARK ELDAR BERMALE LORD CITY07983 DARK ELDAR RADIDER PLASTIC KIT CITY72029 DARK ELDAR RADIDER PLASTIC KIT CITY71203 DARK ELDAR BERDIRE SOUADRON (1) CITY71581 DARK ELDAR BERDIRE SOUADRON (1) CITY71981 DARK ELDAR WARRIORS (16 plastic figures) CITY71791 DARK ELDAR WARRIORS (16 plastic figures) CITY71481 DARK ELDAR WARRIORS (16 plastic figures) CITY71910 DARK ELDAR WYCHES (5) CITY71910 DARK ELDAR NICUBI (2) CITY71914 DARK ELDAR NICUBI (2) CITY71914 DARK ELDAR NICUBI (2) CITY71915 DARK ELDAR NICUBI (2) CITY71916 DARK ELDAR NICUBI (3) CITY71916 DARK ELDAR WARRIORS WITH STREDDERS CITY71473 DARK ELDAR WARRIORS WITH STREDDERS CITY71473 DARK ELDAR WARRIORS WITH SHITREDDERS CITY71474 DARK ELDAR WARRIORS WITH SHITREDDERS CITY71475 DARK ELDAR WARRIORS WITH SHITREDDERS CITY71475 DARK ELDAR WARRIORS WITH SHITREDDERS CITY7145 DARK ELDAR WARRIORS WITH SHITREDDERS CITY71475 DARK ELDAR WARRIORS WITH SHITREDDERS CITY71475 DARK ELDAR WARRIORS WITH SHITREDDERS CITY71475 DARK ELDAR GROTESQUES (3) CITY91477 DARK ELDAR GROTESQUES (3) CITY91790 DARK ELDAR GROTESQUES (3) CITY917)\$11.00
ELDAR BOXED SETS	
CIT966820 ELDAR SHINING SPEARS (3 jetbikes)	\$112.50
CIT966820 ELDAR SHINING SPEARS (3 jetbikes). CIT966837 ELDAR BATTLE FORCE 20 Guardians: 3 Jetbikes. I Falcon Gray Tank. I Vyper Jetbike, Jungle Tr CIT968879 ELDAR GLARDIANS BATTLE SOLIAD (16 new plastic)	\$112.50 ees \$31.50
CITY60820 ELDAR SHINING SPEARS (3 jetnikes) CITY60837 ELDAR BATTLE FORCE 20 Guardians 3 Jetnikes. Fralcon Gror Tank, I Vyper Jetnike, Jungle Tr CITY60879 ELDAR GUARDIANS BATTLE SOUAD (16 new plastic) CITY99720 ELDAR WAYATAR (1) CITY997720 ELDAR WAY WALKER (1)	\$112.50 \$112.50 es \$31.50 \$36.00 \$49.00
CITYGOS20 ELDAR SHINING SPEARS (3 jetnikes) CITYGOS37 ELDAR BATTLE FORCE 20 Guardians 3 Jetnikes. Fralcon Grav Tank. I Vyper Jetnike. Jungle Tr CITYGOS879 ELDAR GUARDIANS BATTLE SQUAD (16 new plastic) CITY99720 ELDAR WAYATAR (1) CITY99720 ELDAR WAY WALKER (1) CITY99720 ELDAR WAY WALKER (1) CITY99721 ELDAR SHEIKER JETBIKE (1)	\$112.50 \$112.50 \$31.50 \$36.00 \$49.00 \$21.00 \$16.00
CITYGOS20 ELDAR SHINING SPEARS (3 Jetnikes). CITYGOS37 ELDAR BATTLE FORCE 20 Guardians 3 Jetnikes. I Falcon Grav Tank. I Vyper Jetnike, Jungle Tr. CITYGOS79 ELDAR GUARDIANS BATTLE SOUAD (16 new plastic). CITYGOS79 ELDAR WAYATAK (1). CITYGOS79 ELDAR WAYATAK (1). CITYGOS79 ELDAR WAYATAK (1). CITYGOS79 ELDAR BAHEIKER JETBIKE (1). CITYGOS79 ELDAR FALCON GRAV TANK PLASTIC KIT. CITYGOS79 ELDAR FALCON GRAV TANK PLASTIC KIT. CITYGOS79 ELDAR FALCON GRAV TANK PLASTIC KIT. CITYGOS79 ELDAR FERE FIRSN GRAV TANK PLASTIC KIT.	\$112.50 \$112.50 \$268 \$36.00 \$49.00 \$21.00 \$16.00 \$36.00 \$52.00
CITYMOSO ELDAR BATTLE FORCE 21 Guardams Jethkss, Falton Grav Tank, I Vyper Jetike, Jungle Tr. 21 Guardams Jethkss, Falton Grav Tank, I Vyper Jetike, Jungle Tr. (TTP9972) ELDAR GWAT MANS BATTLE SQUAD (16 new plusic) (TTP9972) ELDAR WAR WALKER (1) (TTP912) ELDAR WAR WALKER (1) (TTP912) ELDAR SHEEKER JETBIKE (1) (TTP311 ELDAR JETBIKES (1) (TTP3171 ELDAR JETBIKES (1) (TTP37371 ELDAR VYPER JETBIKE (1) (TTP37372 ELDAR FURE PRISM GRAV TANK PLASTIC KIT (TTP38312 ELDAR FURE PRISM GRAV TANK PLASTIC KIT (TTP38312 ELDAR FURE PRISM GRAV TANK PLASTIC KIT (TTP38312 ELDAR GUARDIANS WITH SHURIKEN	\$112.50 2es \$31.50 \$36.00 \$49.00 \$21.00 \$16.00 \$36.00 \$52.00 \$63.00 \$20.00
CITOMOSO ELDAR BATTLE FORCE Y TIME 1 Vype Jeibike. Jungle Tr. CITOMOST BLOAR BATTLE FORCE Y TIME 1 Vype Jeibike. Jungle Tr. CITOMOSTO ELDAR GUARDIAN GATTLE SQUAD (16 new plassic). CITOMOSTO ELDAR AVATAR (1). CITOMOSTO ELDAR AVATAR (1). CITOMOSTO ELDAR SHEIREKE (1). CITOMOSTO ELDAR WATER ETBIKE (1). CITOMOSTO ELDAR VYPER JETBIKE (1). CITOMOSTO ELDAR VYPER JETBIKE (1). CITOMOSTO ELDAR FURDE TRISMOSTAV TANK PLASTIC KIT.	\$112.50 \$112.50 \$268 \$36.00 \$49.00 \$21.00 \$16.00 \$36.00 \$52.00 \$20.00
CITOMOSO ELDAR BATTLE FORCE Y TIME 1 Vype Jeibike. Jungle Tr. CITOMOST BLOAR BATTLE FORCE Y TIME 1 Vype Jeibike. Jungle Tr. CITOMOSTO ELDAR GUARDIAN GATTLE SQUAD (16 new plassic). CITOMOSTO ELDAR AVATAR (1). CITOMOSTO ELDAR AVATAR (1). CITOMOSTO ELDAR SHEIREKE (1). CITOMOSTO ELDAR WATER ETBIKE (1). CITOMOSTO ELDAR VYPER JETBIKE (1). CITOMOSTO ELDAR VYPER JETBIKE (1). CITOMOSTO ELDAR FURDE TRISMOSTAV TANK PLASTIC KIT.	\$112.50 \$112.50 \$268 \$36.00 \$49.00 \$21.00 \$16.00 \$36.00 \$52.00 \$20.00
CITOMOSO ELDAR BATTLE FORCE (TIPOGAST) ELDAR AVATAR (1) ELTPOGAST ELDAR AVATAR (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT ELTPOGAST ELDAR GUARDIANS WITH SHURIKEN ELDAR ELDAR GUARDIANS WITH SHURIKEN ELDAR ELDAR HACON GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLE FIBLE GRAV FIBLES (2) ELDAR SHEEKER GRAV TANK PLASTIC KIT ELDAR SHEEKER GRAV FIBLES (2) ELDAR FIBLES (2) ELDAR FIBLES (3) ELDAR SHEEKER ANTIGRAV PLATFORM CITOMANSI ELDAR KACATTERLASER ANTIGRAV PLATFORM CITOMANSI ELDAR KACATTERLASER ANTIGRAV PLATFORM	\$112.50 \$112.50 \$20 \$31.50 \$36.00 \$49.00 \$16.00 \$52.00 \$63.00 \$20.00 \$36.00 \$22.50 \$22.50 \$22.50 \$11.00
CITOMOSO ELDAR BATTLE FORCE (TIPOGAST) ELDAR AVATAR (1) ELTPOGAST ELDAR AVATAR (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT ELTPOGAST ELDAR GUARDIANS WITH SHURIKEN ELDAR ELDAR GUARDIANS WITH SHURIKEN ELDAR ELDAR HACON GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLE FIBLE GRAV FIBLES (2) ELDAR SHEEKER GRAV TANK PLASTIC KIT ELDAR SHEEKER GRAV FIBLES (2) ELDAR FIBLES (2) ELDAR FIBLES (3) ELDAR SHEEKER ANTIGRAV PLATFORM CITOMANSI ELDAR KACATTERLASER ANTIGRAV PLATFORM CITOMANSI ELDAR KACATTERLASER ANTIGRAV PLATFORM	\$112.50 \$112.50 \$20 \$31.50 \$36.00 \$49.00 \$16.00 \$52.00 \$63.00 \$20.00 \$36.00 \$22.50 \$22.50 \$22.50 \$11.00
CITOMOSO ELDAR BATTLE FORCE (TIPOGAST) ELDAR AVATAR (1) ELTPOGAST ELDAR AVATAR (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT ELTPOGAST ELDAR GUARDIANS WITH SHURIKEN ELDAR ELDAR GUARDIANS WITH SHURIKEN ELDAR ELDAR HACON GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLE FIBLE GRAV FIBLES (2) ELDAR SHEEKER GRAV TANK PLASTIC KIT ELDAR SHEEKER GRAV FIBLES (2) ELDAR FIBLES (2) ELDAR FIBLES (3) ELDAR SHEEKER ANTIGRAV PLATFORM CITOMANSI ELDAR KACATTERLASER ANTIGRAV PLATFORM CITOMANSI ELDAR KACATTERLASER ANTIGRAV PLATFORM	\$112.50 \$112.50 \$20 \$31.50 \$36.00 \$49.00 \$16.00 \$52.00 \$63.00 \$20.00 \$36.00 \$22.50 \$22.50 \$22.50 \$11.00
CITOMOSO ELDAR BATTLE FORCE (TIPOGAST) ELDAR AVATAR (1) ELTPOGAST ELDAR AVATAR (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT ELTPOGAST ELDAR GUARDIANS WITH SHURIKEN ELDAR ELDAR GUARDIANS WITH SHURIKEN ELDAR ELDAR HACON GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLE FIBLE GRAV FIBLES (2) ELDAR SHEEKER GRAV TANK PLASTIC KIT ELDAR SHEEKER GRAV FIBLES (2) ELDAR FIBLES (2) ELDAR FIBLES (3) ELDAR SHEEKER ANTIGRAV PLATFORM CITOMANSI ELDAR KACATTERLASER ANTIGRAV PLATFORM CITOMANSI ELDAR KACATTERLASER ANTIGRAV PLATFORM	\$112.50 \$112.50 \$20 \$31.50 \$36.00 \$49.00 \$16.00 \$52.00 \$63.00 \$20.00 \$36.00 \$22.50 \$22.50 \$22.50 \$11.00
CITOMOSO ELDAR BATTLE FORCE (TIPOGAST) ELDAR AVATAR (1) ELTPOGAST ELDAR AVATAR (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT ELTPOGAST ELDAR GUARDIANS WITH SHURIKEN ELDAR ELDAR GUARDIANS WITH SHURIKEN ELDAR ELDAR HACON GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLE FIBLE GRAV FIBLES (2) ELDAR SHEEKER GRAV TANK PLASTIC KIT ELDAR SHEEKER GRAV FIBLES (2) ELDAR FIBLES (2) ELDAR FIBLES (3) ELDAR SHEEKER ANTIGRAV PLATFORM CITOMANSI ELDAR KACATTERLASER ANTIGRAV PLATFORM CITOMANSI ELDAR KACATTERLASER ANTIGRAV PLATFORM	\$112.50 \$112.50 \$20 \$31.50 \$36.00 \$49.00 \$16.00 \$52.00 \$63.00 \$20.00 \$36.00 \$22.50 \$22.50 \$22.50 \$11.00
CITOMOSO ELDAR BATTLE FORCE (TIPOGAST) ELDAR AVATAR (1) ELTPOGAST ELDAR AVATAR (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT ELTPOGAST ELDAR GUARDIANS WITH SHURIKEN ELDAR ELDAR GUARDIANS WITH SHURIKEN ELDAR ELDAR HACON GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLE FIBLE GRAV FIBLES (2) ELDAR SHEEKER GRAV TANK PLASTIC KIT ELDAR SHEEKER GRAV FIBLES (2) ELDAR FIBLES (2) ELDAR FIBLES (3) ELDAR SHEEKER ANTIGRAV PLATFORM CITOMANSI ELDAR KACATTERLASER ANTIGRAV PLATFORM CITOMANSI ELDAR KACATTERLASER ANTIGRAV PLATFORM	\$112.50 \$112.50 \$20 \$31.50 \$36.00 \$49.00 \$16.00 \$52.00 \$63.00 \$20.00 \$36.00 \$22.50 \$22.50 \$22.50 \$11.00
CITOMOSO ELDAR BATTLE FORCE (TIPOGAST) ELDAR AVATAR (1) ELTPOGAST ELDAR AVATAR (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT ELTPOGAST ELDAR GUARDIANS WITH SHURIKEN ELDAR ELDAR GUARDIANS WITH SHURIKEN ELDAR ELDAR HACON GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLE FIBLE GRAV FIBLES (2) ELDAR SHEEKER GRAV TANK PLASTIC KIT ELDAR SHEEKER GRAV FIBLES (2) ELDAR FIBLES (2) ELDAR FIBLES (3) ELDAR SHEEKER ANTIGRAV PLATFORM CITOMANSI ELDAR KACATTERLASER ANTIGRAV PLATFORM CITOMANSI ELDAR KACATTERLASER ANTIGRAV PLATFORM	\$112.50 \$112.50 \$20 \$31.50 \$36.00 \$49.00 \$16.00 \$52.00 \$63.00 \$20.00 \$36.00 \$22.50 \$22.50 \$22.50 \$11.00
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CITOMOSO ELDAR BATTLE FORCE (TIPOGAST) ELDAR AVATAR (1) ELTPOGAST ELDAR AVATAR (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT ELTPOGAST ELDAR GUARDIANS WITH SHURIKEN ELDAR ELDAR GUARDIANS WITH SHURIKEN ELDAR ELDAR HACON GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLE FIBLE GRAV FIBLES (2) ELDAR SHEEKER GRAV TANK PLASTIC KIT ELDAR SHEEKER GRAV FIBLES (2) ELDAR FIBLES (2) ELDAR FIBLES (3) ELDAR SHEEKER ANTIGRAV PLATFORM CITOMANSI ELDAR KACATTERLASER ANTIGRAV PLATFORM CITOMANSI ELDAR KACATTERLASER ANTIGRAV PLATFORM	\$112.50 \$112.50 \$20 \$31.50 \$36.00 \$49.00 \$16.00 \$52.00 \$63.00 \$20.00 \$36.00 \$22.50 \$22.50 \$22.50 \$11.00
CITOMOSO ELDAR BATTLE FORCE (TIPOGAST) ELDAR AVATAR (1) ELTPOGAST ELDAR AVATAR (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT ELTPOGAST ELDAR GUARDIANS WITH SHURIKEN ELDAR ELDAR GUARDIANS WITH SHURIKEN ELDAR ELDAR HACON GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLE FIBLE GRAV FIBLES (2) ELDAR SHEEKER GRAV TANK PLASTIC KIT ELDAR SHEEKER GRAV FIBLES (2) ELDAR FIBLES (2) ELDAR FIBLES (3) ELDAR SHEEKER ANTIGRAV PLATFORM CITOMANSI ELDAR KACATTERLASER ANTIGRAV PLATFORM CITOMANSI ELDAR KACATTERLASER ANTIGRAV PLATFORM	\$112.50 \$112.50 \$20 \$31.50 \$36.00 \$49.00 \$16.00 \$52.00 \$63.00 \$20.00 \$36.00 \$22.50 \$22.50 \$22.50 \$11.00
CITOMOSO ELDAR BATTLE FORCE (TIPOGAST) ELDAR AVATAR (1) ELTPOGAST ELDAR AVATAR (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR SHEEKER (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELTPOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT ELTPOGAST ELDAR GUARDIANS WITH SHURIKEN ELDAR ELDAR GUARDIANS WITH SHURIKEN ELDAR ELDAR HACON GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLES (1) ELDAR SHEEKER GRAV TANK PLASTIC KIT CITOGAST ELDAR FIBLE FIBLE GRAV FIBLES (2) ELDAR SHEEKER GRAV TANK PLASTIC KIT ELDAR SHEEKER GRAV FIBLES (2) ELDAR FIBLES (2) ELDAR FIBLES (3) ELDAR SHEEKER ANTIGRAV PLATFORM CITOMANSI ELDAR KACATTERLASER ANTIGRAV PLATFORM CITOMANSI ELDAR KACATTERLASER ANTIGRAV PLATFORM	\$112.50 \$112.50 \$20 \$31.50 \$36.00 \$49.00 \$16.00 \$52.00 \$63.00 \$20.00 \$36.00 \$22.50 \$22.50 \$22.50 \$11.00
CITOMONS PLOAD SATTLE SORCE J Guardians Jebikes. Fishion Gony Tank. 1 Vy per Jebike Jungle Tor CITOMSR79 ELDAR QUARDIANS BATTLE SQUAD (16 new plusite). CITOMONS POR LOAR WATAR (1). CITOMONS POR LOAR (1). CITOMONS POR	\$34,00 to \$3,00 to \$3
CITOMONS PLOAD SATTLE SORCE J Guardians Jebikes. Fishion Gony Tank. 1 Vy per Jebike Jungle Tor CITOMSR79 ELDAR QUARDIANS BATTLE SQUAD (16 new plusite). CITOMONS POR LOAR WATAR (1). CITOMONS POR LOAR (1). CITOMONS POR	\$34,00 to \$3,00 to \$3
CITOMONS PLOAD SATTLE SORCE J Guardians Jebikes. Fishion Gony Tank. 1 Vy per Jebike Jungle Tor CITOMSR79 ELDAR QUARDIANS BATTLE SQUAD (16 new plusite). CITOMONS POR LOAR WATAR (1). CITOMONS POR LOAR (1). CITOMONS POR	\$34,00 to \$3,00 to \$3
CITOMONS PLOAD SATTLE SORCE J Guardians Jebikes. Fishion Gony Tank. 1 Vy per Jebike Jungle Tor CITOMSR79 ELDAR QUARDIANS BATTLE SQUAD (16 new plusite). CITOMONS POR LOAR WATAR (1). CITOMONS POR LOAR (1). CITOMONS POR	\$34,00 to \$3,00 to \$3
CITOMONS PLOAD SATTLE SORCE J Guardians Jebikes. Fishion Gony Tank. 1 Vy per Jebike Jungle Tor CITOMSR79 ELDAR QUARDIANS BATTLE SQUAD (16 new plusite). CITOMONS POR LOAR WATAR (1). CITOMONS POR LOAR (1). CITOMONS POR	\$34,00 to \$3,00 to \$3
CITOMONS PLOAD SATTLE SORCE J Guardians Jebikes. Fishion Gony Tank. 1 Vy per Jebike Jungle Tor CITOMSR79 ELDAR QUARDIANS BATTLE SQUAD (16 new plusite). CITOMONS POR LOAR WATAR (1). CITOMONS POR LOAR (1). CITOMONS POR	\$34,00 to \$3,00 to \$3
CITOMONS PLOAD SATTLE SORCE J Guardians Jebikes. Fishion Gony Tank. 1 Vy per Jebike Jungle Tor CITOMSR79 ELDAR QUARDIANS BATTLE SQUAD (16 new plusite). CITOMONS POR LOAR WATAR (1). CITOMONS POR LOAR (1). CITOMONS POR	\$34,00 to \$3,00 to \$3
CITOMOST ELDAR SATTLE SOKES J. Glardinas, Jebikas. I Falicon Griv Timk. J. Vyper Jeibike Jungle Toc CITOMOSTO ELDAR QUARDIANS BATTLE SQUAD (16 new plassic) CITOMOSTO ELDAR QUARDIANS BATTLE SQUAD (16 new plassic) CITOMOSTO ELDAR WAR WALKER (1) CITOMOSTO ELDAR WAR WALKER (1) CITOMOSTO ELDAR SHEERER (1) CITOMOSTO ELDAR SHEERER (1) CITOMOSTO ELDAR SHEERER (1) CITOMOSTO ELDAR FALCON GRAV TANK PLASTIC KIT CITOMOSTO ELDAR GALCON GALCON GRAV TANK PLASTIC KIT CITOMOSTO ELDAR GALCON GALCO	354,000 112 50 50 50 50 50 50 50 50 50 50 50 50 50
CITOMOST ELDAR DATTLE SOKES J Guardians, Jebnikes, I Falkou Gray Tank, I Vy per Jebnike Jungle Toc (TTOMOST) ELDAR QUARDIANS BATTLE SQUAD (16 new plusiic) (TT99729 ELDAR QUARDIANS BATTLE SQUAD (16 new plusiic) (TT99729 ELDAR WAR WALKER (1) (TT99729 ELDAR WARWALKER (1) (TT997311 ELDAR BATTLE SKER JETNIKE (1) (TT987311 ELDAR SHETBIKES (1) (TT987311 ELDAR SHETBIKES (1) (TT987312 ELDAR FIRE PRISM GRAV TANK PLASTIC KIT (TT973312 ELDAR GUARDIANS WITH SHURIKEN ELDAR (TT967449 ELDAR GUARDIANS WITH SHURIKEN ELDAR (TT967449 ELDAR HOWLING BANSHEES (1) (TT968802 ELDAR HOWLING BANSHEES (1) (TT968802 ELDAR HOWLING BANSHEES (1) (TT96881 ELDAR SCATTERLASER ANTIGRAV PLATFORM (TT97919) ELDAR DARK REAPER ASPECT WARRIONE (1) (TT10401 FIRE DAR GON EXARCH (1) (TT10401 FIRE DAR GON EXARCH (1) (TT197801 JAN ZAUGAN RA (1) (TT979801 WARP SPIDER ENARCH (1) (TT97978) WARP SPIDER ENARCH (1) (TT97978) WARP SPIDER ENARCH (1) (TT979781 ELDAR GUARDIANS (3) (TT977740 ELDAR GUARDIANS (3	334,000 334,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,
CITOMOST ELDAR DATTLE SOKES J Guardians, Jebnikes, I Falkou Gray Tank, I Vy per Jebnike Jungle Toc (TTOMOST) ELDAR QUARDIANS BATTLE SQUAD (16 new plusiic) (TT99729 ELDAR QUARDIANS BATTLE SQUAD (16 new plusiic) (TT99729 ELDAR WAR WALKER (1) (TT99729 ELDAR WARWALKER (1) (TT997311 ELDAR BATTLE SKER JETNIKE (1) (TT987311 ELDAR SHETBIKES (1) (TT987311 ELDAR SHETBIKES (1) (TT987312 ELDAR FIRE PRISM GRAV TANK PLASTIC KIT (TT973312 ELDAR GUARDIANS WITH SHURIKEN ELDAR (TT967449 ELDAR GUARDIANS WITH SHURIKEN ELDAR (TT967449 ELDAR HOWLING BANSHEES (1) (TT968802 ELDAR HOWLING BANSHEES (1) (TT968802 ELDAR HOWLING BANSHEES (1) (TT96881 ELDAR SCATTERLASER ANTIGRAV PLATFORM (TT97919) ELDAR DARK REAPER ASPECT WARRIONE (1) (TT10401 FIRE DAR GON EXARCH (1) (TT10401 FIRE DAR GON EXARCH (1) (TT197801 JAN ZAUGAN RA (1) (TT979801 WARP SPIDER ENARCH (1) (TT97978) WARP SPIDER ENARCH (1) (TT97978) WARP SPIDER ENARCH (1) (TT979781 ELDAR GUARDIANS (3) (TT977740 ELDAR GUARDIANS (3	334,000 334,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,
CITOMOST ELDAR DATTLE SOKES J Guardians, Jebnikes, I Falkou Gray Tank, I Vy per Jebnike Jungle Toc (TTOMOST) ELDAR QUARDIANS BATTLE SQUAD (16 new plusiic) (TT99729 ELDAR QUARDIANS BATTLE SQUAD (16 new plusiic) (TT99729 ELDAR WAR WALKER (1) (TT99729 ELDAR WARWALKER (1) (TT997311 ELDAR BATTLE SKER JETNIKE (1) (TT987311 ELDAR SHETBIKES (1) (TT987311 ELDAR SHETBIKES (1) (TT987312 ELDAR FIRE PRISM GRAV TANK PLASTIC KIT (TT973312 ELDAR GUARDIANS WITH SHURIKEN ELDAR (TT967449 ELDAR GUARDIANS WITH SHURIKEN ELDAR (TT967449 ELDAR HOWLING BANSHEES (1) (TT968802 ELDAR HOWLING BANSHEES (1) (TT968802 ELDAR HOWLING BANSHEES (1) (TT96881 ELDAR SCATTERLASER ANTIGRAV PLATFORM (TT97919) ELDAR DARK REAPER ASPECT WARRIONE (1) (TT10401 FIRE DAR GON EXARCH (1) (TT10401 FIRE DAR GON EXARCH (1) (TT197801 JAN ZAUGAN RA (1) (TT979801 WARP SPIDER ENARCH (1) (TT97978) WARP SPIDER ENARCH (1) (TT97978) WARP SPIDER ENARCH (1) (TT979781 ELDAR GUARDIANS (3) (TT977740 ELDAR GUARDIANS (3	334,000 334,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,
CITOMOST ELDAR DATTLE SOKES J Guardians, Jebnikes, I Falkou Gray Tank, I Vy per Jebnike Jungle Toc (TTOMOST) ELDAR QUARDIANS BATTLE SQUAD (16 new plusiic) (TT99729 ELDAR QUARDIANS BATTLE SQUAD (16 new plusiic) (TT99729 ELDAR WAR WALKER (1) (TT99729 ELDAR WARWALKER (1) (TT997311 ELDAR BATTLE SKER JETNIKE (1) (TT987311 ELDAR SHETBIKES (1) (TT987311 ELDAR SHETBIKES (1) (TT987312 ELDAR FIRE PRISM GRAV TANK PLASTIC KIT (TT973312 ELDAR GUARDIANS WITH SHURIKEN ELDAR (TT967449 ELDAR GUARDIANS WITH SHURIKEN ELDAR (TT967449 ELDAR HOWLING BANSHEES (1) (TT968802 ELDAR HOWLING BANSHEES (1) (TT968802 ELDAR HOWLING BANSHEES (1) (TT96881 ELDAR SCATTERLASER ANTIGRAV PLATFORM (TT97919) ELDAR DARK REAPER ASPECT WARRIONE (1) (TT10401 FIRE DAR GON EXARCH (1) (TT10401 FIRE DAR GON EXARCH (1) (TT197801 JAN ZAUGAN RA (1) (TT979801 WARP SPIDER ENARCH (1) (TT97978) WARP SPIDER ENARCH (1) (TT97978) WARP SPIDER ENARCH (1) (TT979781 ELDAR GUARDIANS (3) (TT977740 ELDAR GUARDIANS (3	334,000 334,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,
CITOMOST ELDAR DATTLE SOKES J Guardians, Jebnikes, I Falkou Gray Tank, I Vy per Jebnike Jungle Toc (TTOMOST) ELDAR QUARDIANS BATTLE SQUAD (16 new plusiic) (TT99729 ELDAR QUARDIANS BATTLE SQUAD (16 new plusiic) (TT99729 ELDAR WAR WALKER (1) (TT99729 ELDAR WARWALKER (1) (TT997311 ELDAR BATTLE SKER JETNIKE (1) (TT987311 ELDAR SHETBIKES (1) (TT987311 ELDAR SHETBIKES (1) (TT987312 ELDAR FIRE PRISM GRAV TANK PLASTIC KIT (TT973312 ELDAR GUARDIANS WITH SHURIKEN ELDAR (TT967449 ELDAR GUARDIANS WITH SHURIKEN ELDAR (TT967449 ELDAR HOWLING BANSHEES (1) (TT968802 ELDAR HOWLING BANSHEES (1) (TT968802 ELDAR HOWLING BANSHEES (1) (TT96881 ELDAR SCATTERLASER ANTIGRAV PLATFORM (TT97919) ELDAR DARK REAPER ASPECT WARRIONE (1) (TT10401 FIRE DAR GON EXARCH (1) (TT10401 FIRE DAR GON EXARCH (1) (TT197801 JAN ZAUGAN RA (1) (TT979801 WARP SPIDER ENARCH (1) (TT97978) WARP SPIDER ENARCH (1) (TT97978) WARP SPIDER ENARCH (1) (TT979781 ELDAR GUARDIANS (3) (TT977740 ELDAR GUARDIANS (3	334,000 334,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,500 34,
CITOMOST ELDAR DATTLE SOKES J Guardians, Jebnikes, I Falkou Gray Tank, I Vy per Jebnike Jungle Toc (TTOMOST) ELDAR QUARDIANS BATTLE SQUAD (16 new plusiic) (TT99729 ELDAR QUARDIANS BATTLE SQUAD (16 new plusiic) (TT99729 ELDAR WAR WALKER (1) (TT99729 ELDAR WARWALKER (1) (TT997311 ELDAR BATTLE SKER JETNIKE (1) (TT987311 ELDAR SHETBIKES (1) (TT987311 ELDAR SHETBIKES (1) (TT987312 ELDAR FIRE PRISM GRAV TANK PLASTIC KIT (TT973312 ELDAR GUARDIANS WITH SHURIKEN ELDAR (TT967449 ELDAR GUARDIANS WITH SHURIKEN ELDAR (TT967449 ELDAR HOWLING BANSHEES (1) (TT968802 ELDAR HOWLING BANSHEES (1) (TT968802 ELDAR HOWLING BANSHEES (1) (TT96881 ELDAR SCATTERLASER ANTIGRAV PLATFORM (TT97919) ELDAR DARK REAPER ASPECT WARRIONE (1) (TT10401 FIRE DAR GON EXARCH (1) (TT10401 FIRE DAR GON EXARCH (1) (TT197801 JAN ZAUGAN RA (1) (TT979801 WARP SPIDER ENARCH (1) (TT97978) WARP SPIDER ENARCH (1) (TT97978) WARP SPIDER ENARCH (1) (TT979781 ELDAR GUARDIANS (3) (TT977740 ELDAR GUARDIANS (3	334,000 and 324,500 and 324,50
CITOMOST ELDAR DATTLE SOKES J Guardians, Jebnikes, I Falkou Gray Tank, I Vy per Jebnike Jungle Toc (TTOMOST) ELDAR QUARDIANS BATTLE SQUAD (16 new plusiic) (TT99729 ELDAR QUARDIANS BATTLE SQUAD (16 new plusiic) (TT99729 ELDAR WAR WALKER (1) (TT99729 ELDAR WARWALKER (1) (TT997311 ELDAR BATTLE SKER JETNIKE (1) (TT987311 ELDAR SHETBIKES (1) (TT987311 ELDAR SHETBIKES (1) (TT987312 ELDAR FIRE PRISM GRAV TANK PLASTIC KIT (TT973312 ELDAR GUARDIANS WITH SHURIKEN ELDAR (TT967449 ELDAR GUARDIANS WITH SHURIKEN ELDAR (TT967449 ELDAR HOWLING BANSHEES (1) (TT968802 ELDAR HOWLING BANSHEES (1) (TT968802 ELDAR HOWLING BANSHEES (1) (TT96881 ELDAR SCATTERLASER ANTIGRAV PLATFORM (TT97919) ELDAR DARK REAPER ASPECT WARRIONE (1) (TT10401 FIRE DAR GON EXARCH (1) (TT10401 FIRE DAR GON EXARCH (1) (TT197801 JAN ZAUGAN RA (1) (TT979801 WARP SPIDER ENARCH (1) (TT97978) WARP SPIDER ENARCH (1) (TT97978) WARP SPIDER ENARCH (1) (TT979781 ELDAR GUARDIANS (3) (TT977740 ELDAR GUARDIANS (3	334,000 and 324,500 and 324,50
CITOMOST ELDAR DATTLE SOKES J Guardians, Jebnikes, I Falkou Gray Tank, I Vy per Jebnike Jungle Toc (TTOMOST) ELDAR QUARDIANS BATTLE SQUAD (16 new plusiic) (TT99729 ELDAR QUARDIANS BATTLE SQUAD (16 new plusiic) (TT99729 ELDAR WAR WALKER (1) (TT99729 ELDAR WARWALKER (1) (TT997311 ELDAR BATTLE SKER JETNIKE (1) (TT987311 ELDAR SHETBIKES (1) (TT987311 ELDAR SHETBIKES (1) (TT987312 ELDAR FIRE PRISM GRAV TANK PLASTIC KIT (TT973312 ELDAR GUARDIANS WITH SHURIKEN ELDAR (TT967449 ELDAR GUARDIANS WITH SHURIKEN ELDAR (TT967449 ELDAR HOWLING BANSHEES (1) (TT968802 ELDAR HOWLING BANSHEES (1) (TT968802 ELDAR HOWLING BANSHEES (1) (TT96881 ELDAR SCATTERLASER ANTIGRAV PLATFORM (TT97919) ELDAR DARK REAPER ASPECT WARRIONE (1) (TT10401 FIRE DAR GON EXARCH (1) (TT10401 FIRE DAR GON EXARCH (1) (TT197801 JAN ZAUGAN RA (1) (TT979801 WARP SPIDER ENARCH (1) (TT97978) WARP SPIDER ENARCH (1) (TT97978) WARP SPIDER ENARCH (1) (TT979781 ELDAR GUARDIANS (3) (TT977740 ELDAR GUARDIANS (3	334,000 and 324,500 and 324,50
CITOMOST ELDAR DATTLE SOKES J Guardians, Jebnikes, I Falkou Gray Tank, I Vy per Jebnike Jungle Toc (TTOMOST) ELDAR QUARDIANS BATTLE SQUAD (16 new plusiic) (TT99729 ELDAR QUARDIANS BATTLE SQUAD (16 new plusiic) (TT99729 ELDAR WAR WALKER (1) (TT99729 ELDAR WARWALKER (1) (TT997311 ELDAR BATTLE SKER JETNIKE (1) (TT987311 ELDAR SHETBIKES (1) (TT987311 ELDAR SHETBIKES (1) (TT987312 ELDAR FIRE PRISM GRAV TANK PLASTIC KIT (TT973312 ELDAR GUARDIANS WITH SHURIKEN ELDAR (TT967449 ELDAR GUARDIANS WITH SHURIKEN ELDAR (TT967449 ELDAR HOWLING BANSHEES (1) (TT968802 ELDAR HOWLING BANSHEES (1) (TT968802 ELDAR HOWLING BANSHEES (1) (TT96881 ELDAR SCATTERLASER ANTIGRAV PLATFORM (TT97919) ELDAR DARK REAPER ASPECT WARRIONE (1) (TT10401 FIRE DAR GON EXARCH (1) (TT10401 FIRE DAR GON EXARCH (1) (TT197801 JAN ZAUGAN RA (1) (TT979801 WARP SPIDER ENARCH (1) (TT97978) WARP SPIDER ENARCH (1) (TT97978) WARP SPIDER ENARCH (1) (TT979781 ELDAR GUARDIANS (3) (TT977740 ELDAR GUARDIANS (3	334,000 and 324,500 and 324,50
CITOMOST ELDAR DATTIE SOKEN J Guardians, Jebnikas I Falican Gray Tank. J Vy per Jebnike Jungle Tor CITOMOSTO ELDAR QUARDIANS BATTLE SQUAD (16 new plassic) CITOMOSTO ELDAR WAR WALKER (1) CITOMOSTO ELDAR WAR WALKER (1) CITOMOSTO ELDAR WAR WALKER (1) CITOMOSTO ELDAR SHEERER STEINER (1) CITOMOSTO ELDAR SHEERER STEINER (1) CITOMOSTO ELDAR SHEERER STEINER (1) CITOMOSTO ELDAR FALCON GRAV TANK PLASTIC KIT CITOMOSTO ELDAR FALCON GRAV TANK PLASTIC KIT CITOMOSTO ELDAR GALCON GALCON GRAV TANK PLASTIC KIT CITOMOSTO ELDAR GALCON GALCO	334,000 and 324,500 and 324,50

CIT984282 ORK WARTRAK WITH TWO CREW

	CATACHAN MISSILE LAUNCHER (I). CATACHAN MORTAR CATACHAN MORTAR CATACHAN SPECIAL WEAPONS (I) CATACHAN SPECIAL WEAPONS (I) CATACHAN LASCANNON DESERT RAJOERS LIEUTENANT (I) MORDIAN IRON GUARD AUTOC ANNON MORDIAN IRON GUARD MORTAR MORDIAN IRON GUARD MORTAR MORDIAN IRON GUARD MORTAR MORDIAN IRON GUARD MEAVY BOLTER MORDIAN IRON GUARD MEAVY BOLTER MORDIAN IRON GUARD MASSILE LAUNCHER STORM TROOPER HEAVY WEAPON & CREW (I) STORM TROOPER HEAVY WEAPON & CREW (I) STORM TROOPER HEAVY WEAPON & CREW (I) TALLARN LASCANNON TALLARN MESSEL EAUNCHER TALLARN AUTOCANNON TALLARN MESSLE LAUNCHER TALLARN SPECIAL WEAPONS VALHALLAN AUTOCANNON VALHALLAN AUTOCANNON VALHALLAN MOTOCANNON VALHALLAN LEUTENANT VALHALLAN LEUTENANT VALHALLAN NECH SARRONON VALHALLAN SPECIAL WEAPONS (2) VALHALLAN SPECIAL WEAPONS (2) VALHALLAN SPECIAL WEAPON (2) VALHALLAN SPECIAL WEA	
CIT997572	CATACHAN MISSILE LAUNCHER (1)	\$16.00
CIT983100	CATACHAN MORTAR	\$16,00
CIT991716 CIT997558 CIT722129	CATACHAN SPECIAL WEAPONS (1)	\$12.00
CIT722120	DESERT BAIDERS LIEUTENIANT (1)	\$15.00
CIT997688	MORDIAN IRON GLIARD	\$13.50
CIT983032	MORDIAN IRON GUARD AUTOCANNON	\$16.00
CIT997695	MORDIAN GUARD LIEUTENANT (1)	\$11.00
CIT997466	MORDIAN IRON GUARD MORTAR	\$16.00
CIT997473 CIT997480	MORDIAN IRON GUARD LASCANNON	\$16.00
CIT722402	MORDIAN SPECIAL WEAPONS	\$10.00
CIT983049	MORDIAN IRON GUARD MISSILE LAUNCHER	\$16.00
CIT722489	STORM TROOPER HEAVY WEAPON & CREW (1)	\$14.50
CIT997428	STORMTROOPER WITH AUTOCANNON	\$16.00
CIT997435 CIT991785	STORMTROOPER WITH HEAVY BOLTER	\$16.00
CIT983026	TALLARN DESERT RAIDERS (3)	\$16.00
CIT983026 CIT997442 CIT997459	TALLARN MISSLE LAUNCHER	\$16.00
CIT997459	TALLARN AUTOCANNON	\$16.00
CIT975570	TALLARN HEAVY BOLTLER	\$16.00
CIT991679	TALLARN SPECIAL WEAPONS	\$12 00
CIT983018 CIT983063	VALUATI AN AUTOCANNON	\$16.00
CIT997633	VALHALLAN CAPTAIN CHENKOV (1)	\$16.00
CIT991808	VALHALLAN ICE WARRIORS (3)	\$13.50
CIT997503	VALHALLAN HEAVY BOLTER (1)	\$16.00
CIT997497	VALHALLAN LASCANNON	\$16.00
CIT105039 CIT983056	VALHALLAN MISSILE LAUNCHER	\$11.00
CIT997510	VALHALLAN MISSILE LAUNCHER	\$16.00
CIT990566	VALHALLAN SPECIAL WEAPONS (2)	\$11.00
CIT991693	VALHALLAN SPECIAL WEAPON & COMLINK	\$11.00
CIT991693 CIT997701 CIT997503 CIT722339	VALHALLAN SERGEANT (1)	\$11.00
C11997503	VALHALLAN HEAVY BOLTER	\$15.00
CIT997602	PRIMARIS PSYKER (1)	\$11.00
CIT997596	IMPERIAL GUARD COMMISSAR (1)	\$11.00
CIT722459	COMM-LINK OPERATOR & SP WEAPON (2)	\$14.50
CIT997343	ROUGHRIDER (1)	\$11.00
(11997749	ROUGHRIDER LIEUTENANT	\$11 00
(TT997671	RATI ING SNIPERS (5)	\$18.00
CIT997787	COMMISSAR YARRICK(I)	\$14.50
CITARMT	ROUGHRIDER LIEUTENAN I IMPERIAT OORFUNS (I) RATLING SNIPERS (S) COMMISSAR YARRICK(I) IMPERIAL GUARD ARMOR TRANSFERS	\$11.00
(11/22107	INPERIAL GUARD DECALS	911.IM
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Paint & Accessories DICE

KOP Mini Pearlised Dice Set (7) Very cute mini pearlised dice, about half the size of our normal dice. Each Tube contains D4. D6. D8. D10. D12. D20 and D00s. The colors are Charcoal. Emerald. Grev. Navy. Purple or Red ### you have of each color \$30.000.

→ 14mm D6 Dice Available in two colors. Black or Red with spots. Have rounded edges.
 → Poly Dice Plain, one color opaque dice. D4, D6, D8, D10, D12 & D20 seach configurations - in several colors (black, red, blue, vellow green, orangs). You may state a preference, but we will supply at random it color not available.
 → 50, D8, D10, D12, D20 - in several colors. You may state a preference, but we will supply at random rit color not available.
 → Sparkle Dice Crass gem dice with some coloured sprinkles inside. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but well supply at random if color not available.
 → Sparkle Dice Clear gem dice with some coloured sprinkles inside. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference but we will supply at random if color not available.
 → Pearl Dice Opaque dice with a marbelized linish. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference but we will supply at a madom if color not available.

KOP Glow In The Dark 7 Dice Set For those who love night missions and want to add a little atmosphere by playing in the real dark. A glow in the dark D4, D6, D8, D10, D12, & D20. \$12.95

Star Dice 25mm 6 sided Big 25mm 6 sided dice with stars instead of dots or numbers. Colors are red black and white dice.

30 Sided Opaque Dice 30 sided opaque dice, in assorted colors.

100 Sided Dice. The perfect percentile dice, this dice has 100 haces - though outfill have to wart haff an hour for it to stop rolling.

513.00

Dragon 6 Sided Dice 6 sided dice with a dragon instead of a 12 52.00.

Skull 6 Sided Dice 6 sided dice with a lowenble skuth.

52.00

Skull 6 Sided Dice 6 sided dice with a lowenble skuth.

52.00

Skull 6 Sided Dice 6 sided dice with a lowenble skuth.

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Skull 6 Sided Dice 6 sided dice with a number So although the dice is a small metal ball that falls into slost beneath the numbers. So although the dice is a small metal ball that falls into slost beneath the numbers. So although the dice is a small metal ball that falls into slost beneath the numbers. So although the dice is a small metal ball that falls into slost beneath the numbers. So although the dice is a small metal ball that falls into slost beneath the numbers. So although the dice is slost for a while, it always comes up with one number. Cute! In several colors.

Neon Round Dice 6 Sided Another round dice the same as above expert this one also glows in the dark.

200.

** Neoft Kunnt of Carlos Mission and Spokes and Spokes and Spokes and Elemental Dice These are stuming speckled dice that represent each of the four clements. The four types are Air Flementals. Sea Flementals. Fire Flementals. Furth Flementals. Each set contains 7 dice; a D4. D6. D8. D10 D12, D20 and DTens (10 (10 sides showing 10 20 30 cc.)

Speckled Dice These are sturning speckled dice like the Hemanual Dice. The cotors are: Cokult. Volcatice Bornanda, Hunteane, Ninja, Look. Getaway. Explosion, Terra. Uranus Merzamy, Phino Maus Vennus Sters, Autona Biotys, Gross, Majeste 12. Pinnuda, Lathruss. Vortnier, Trifolium, Adonus, Lotus, Golden Jungle, Golden Earth, Staellth, Golden Water, Golden Colden, Water, Golden Colden, Colden Colden, Co

ARMDIE-100 BattleTech Dice (6) This includes an stimming pearlised dice, six different colors, each with a BattleTech House to Clan design instead of the number six 95000 The dice are also available midwidarlis for \$1.80 each. They are House Kunta. House Stemer. House Liao, Clan Ghost Bear. Wolf's Dragoons, and Wolffier.

ARMDIE-110 BattleTech Dice (6) This includes six stumming pearlised dice, six different colors, each with a BattleTech House to Clan design instead of the manher six Syo.00 The dice are also available individually for \$1.80 each. The dice are House Mank. Clan Wolf. Clan Jade Falcon. F-C. Ghost Bears. Steel Viper.

Precision Tournament Dice I don't know about you, but the dice I use in my games of DBM, especially during DBM tournaments, of which I play in around four a year, drive me absolutely batty. So here we offer Precision Backgammon Dice, which are "perfectly balanced" dice that require an extensive and expensive process to make. The result is dice that will give consistantly balanced results.

\$10.00 per dice (1)



Precision Dice - actual size

Small Felt Pouch Colors are Dark Blue, Orange, Tan, Cranberry. If we don't have the color you specify, another will be supplied at random. \$3.00 Large Felt Pouch Colors are White, Green, Lt Blue, Lt Tan, If we don't have the color you specify, another will be supplied at random. \$6.00

Wargames Accessories

ARM Hex Pad
Pad of 50 pages, each with half inch hexes on one side & quater inch hexes on the
\$3.00

Miniatures Accessories

FJS31-560 Sawframe with Fine Blade
A top quality sawframe withat fine blade, perfect for making fine cuts on metal or plastic miniatures. Sawframe is 130 x 80mm in size. \$22.50 Blades \$5.00 per pack

ARM17018BL Grip Art Knife with Black Handle
A heavy duty modelling knife with a long black rubbery handle to aid your grip.
This is top quality.
\$6.00

ARMP-556/5 Dual Helping Hand with Magnifier
A great aid to painting miniatures. This is an extra pair of bands. It includes a
sturdy, weighted base with two adjustable grips for holding any miniature or part,
and an adjustable magnifying glass 65mm in diameter, so that you can paint those
tiny details without going blind, while the grips hold the figure motionless. Os.
\$31.95

WEL Magtags - Adhesive Magnets (100 x 4cm x 2cm)
Having trouble trying to carry your miniatures around without them bouncing around? Well, here's the best answer possible. Each sheet of MagTags has 100 sticky, that magnets, which you can peel off and stick underneath your miniatures, whether an element of figures used in DMB and the like, or a single fanaxy or sci-fi figure. If the 4cm x Zem size is not what you need, it cuts easily with a Stanley knife or even a razor blade. Then buy yourself a metal tool box and just place the figures mounted on MagTags in the box, and they stick! (Note, large, heavy figures like metal mechs or monsters which have a small base diameter would not suit this method.) A figure like a Citadel mounted figure may require one and a half magnets.

\$8.00

JED Thick Figure-Basing Cardboard We have perfect cardboard for basing your figures on, especially for DBM and non-Giadel figures that do not come with a base. The cardboard is 2mm thick, with a testimed back surface on one side, which is perfect if you need to put some form of modelling clay down between you stick on the figures. The cardboard is row feet wide and almost two feet long. (Actually, the earthward is old Russian Campaign maphoards!) \$3.50

MILLIPUT

We now have a new source of Milliput - which means that each stick is fresh and soft. Milliput is a versatile putty which adheres to and will seal or bond metals, wood, plastic, glass, brick or cement; it can be sculpted and when it goes rock hard in two to three hours, it can be turned, sawn, drilled, tapped, filed, sandpapered, or painted; it can be used for mould making and can be cast.

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Note: Spray cans cannot be sent to you via the mail, nor via Ansett. They can only be sent via door-to-door courier, so if you want to order any cans of spray paint, you must give us a daytime address that our courier company can

Ral Partha

ACCESSORIES

	INDIVIDUAL POTS 25ml	
RAL77701	GOLD METALLIC	\$3.15
RAL77702	SILVER METALLIC	\$3.15
RAL 77703	BRONZE METALLIC	\$3.15
RAL77704	STEEL	\$3.15
RAL77705	FLESH	\$3.15
RAL77706	WHITE	\$3.15
RAL77707	GREY	\$3.15
RAL77708	BLACK	\$3.15
RAL77709	SHAMROCK GREEN	. \$3.15
RAL77710	FOREST GREEN	\$3.15
RAL77711	DUN	\$3.15
RAL77712	LEATHER	\$3.15
RAL77713	RED BROWN	\$3.15
RAL77714	DARK BROWN	\$3.15
RAL77715	IVORY	\$3.15
RAL77716	YELLOW	\$3.15
RAL77717	ORANGE	\$3 1:
RAL77718	RED	\$3.13
RAL77719	SKY BLUE	33.13
RAL77720	TRUE BLUE	33.13
RAL77721	DARK BLUE	\$3.13
RAL77722	COPPER METALLIC	\$3.13
RAL77723	PURPLE	\$3.13
RAL77501	PLATINUM	\$3.1:
RAL77502	AGED METAL	\$3.1:
RAL77503	COLD WHITE	\$3.1
RAL77504	BONE WHITE	\$3.1:
RAL77505		
RAL77506	SHALE	\$3.1
RAL 77507		

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The All New Ral Partha Paint Range

RAL77801	MEDIUM GREY	\$3.15	
RAL77802	DARK GREY	\$3.15	
RAL77803	SLATE	\$3.15	
RAL 77804	OLIVE	\$3.15	
RAL77805	TAN	\$3.15	
RAL77806	CAUCASIAN SKIN TONE	\$3.15	
RAL77807	SUNTAN SKIN TONE	\$3.15	
RAL.77808	AMERICAN INDIAN SKIN TONE	\$3.15	
RAL77809	ASIAN SKIN TONE	\$3.15	
RAL77810	EAST INDIAN SKIN TONE	\$3.15	
RAL77811	AFRICAN SKIN TONE	\$3.15	ĕ
RAL77812	DUNKEL BROWN	\$3.15	ĕ
RAL77813	PINK	\$3.15	į.
RAL77814	BLOOD RED	\$3.15	
RAL77815	VIOLET	\$3.15	
RAL77816	PLUM	\$3.15	
RAL77817	LIGHT BLUE	\$3.15	
RAL77818	FLOURESCENT BLUE	\$5.00	
RAL77819	FLOURESCENT GREEN		
RAL77820	FLOURESCENT YELLOW	\$5.0H	
RAL77821	FLOURESCENT RED.	. \$5.00)
RAL77822	FLOURESCENT MAGENTA	. \$5.0H)
RAL77823	CLEAR BRUSH ON SEALER	\$3.15	,
RAL77824	BLACK BRUSH ON PRIMER	\$3.15	,

Geo-Hex Paint

Geo-Hex Howard Hues Premium Acrylic Paints
Thick, water reducible acrylic paints in an outstanding range of colors, in short, wide jars that resist spilling.

Equine Hues (in	e, Horse Colors)	
GEOHHUES29	Equine Chestnut 1 oz	\$3.50
GEOHHUES30	Equine Bay 1 oz	\$3.50
GEOHHUES36	Equine Brown 1 oz	\$3.50
GEOHHUES45	Equine Roan I oz.	\$3.50
GEOHHUES46	Equine White I oz	\$3.50
GEOHHUES73	Equine Black oz	\$3.50
	Equine Grev 1 oz	\$3.50
	Equine Dun I oz	\$3.50

Paint Brushes

We've managed to pick up a great range of cheap, beautiful paint brushes, by Francheville. There are two types, pure sable, and the others are high quality white taklon that wash and keep very well. All brushes are a dream to use. I thoroughly recommend getting one of each size, as this will ensure you have a brush for every model job required.

Taklon Paint Brushes

FRA200/10/0	SIZE 10/0 TAKLON PAINT BRUSH	\$2.70
FRA200/5/0	SIZE 5/0 TAKLON PAINT BRUSH	\$2.70
FRA200/3/0	SIZE 3/0 TAKLON PAINT BRUSH	\$2.70
FRA200/2/0	SIZE 2/0 TAKLON PAINT BRUSH	\$2.80
FRA200/0	SIZE 0 TAKLON PAINT BRUSH	\$2.85
FRA200/001	SIZE 1 TAKLON PAINT BRUSH	\$2.95
FRA200/002	SIZE 2 TAKLON PAINT BRUSH	\$3.15
FRA200/003	SIZE 3 TAKLON PAINT BRUSH	\$3.45
FRA200/004	SIZE 4 TAKLON PAINT BRUSH	\$3.75
FRA200/005	SIZE 5 TAKLON PAINT BRUSH	\$3.90
FRA200/006	SIZE 6 TAKLON PAINT BRUSH	\$4.50
FRA200/008	SIZE 8 TAKLON PAINT BRUSH	\$5.70
FRA200/010	SIZE 10 TAKLON PAINT BRUSH	\$7.00
FRA200/012	SIZE 12 TAKLON PAINT BRUSH	\$8.00

Sable Paint Brushes

FRA424/20/0	SIZE 20/0 SABLE BRUSH	\$3.35
FRA424/10/0	SIZE 10/0 SABLE PAINT BRUSH	\$3.50
FRA424/3/0	SIZE 3/0 SABLE PAINT BRUSH	\$3.50
FRA424/2/0	SIZE 2/0 SABLE PAINT BRUSH	\$3.60
FRA424/0	SIZE 0 SABLE PAINT BRUSH	\$3.75
FRA424/001	SIZE I SABLE PAINT BRUSH	\$4.00
FRA424/002	SIZE 2 SABLE PAINT BRUSH	\$4.50
FRA424/003	SIZE 3 SABLE PAINT BRUSH	\$5.50
FRA424/004	SIZE 4 SABLE PAINT BRUSH	\$7.65
FRA424/005	SIZE 5 SABLE PAINT BRUSH	\$9.00
FRA424/006	SIZE 6 SABLE PAINT BRUSH	\$11.00
FRA424/007	SIZE 7 SABLE PAINT BRUSH	\$17.95
FRA424/008	SIZE 8 SABLE PAINT BRUSH	\$23.95

Black Wash

One of my secrets to a great paint job. I use Ral Partha acrylic paints to give a basic paint job to all of my 15mm ancient, medieval and even 25mm Warhammer 40,000 figures - without using any shading. Leave the figures at least 6 hours to dry. Then I mix about 1 part Revell Matt Plant Black Enamel to about 20 to 25 parts Revell Matt Varnish Enamel, and then paint and all the paint and applications of the part of the part

REVELL2 MATT VARNISH ENAMEL 14ml REVELL8 MATT BLACK ENAMEL 14ml

Glues

CIT00601-	PVA Glue	\$10.00
CIT83910	Citadel Super Glue 5 gram	\$9.50
FLASH	Cyanoacrylate Medium Grade Super Glue 14 gram	\$7.00
FLASH	Cyanoacrylate Medium Grade Super Glue 29 gram	\$9.50
OGB62	Ouick Grab (0.62 Fl Oz) 18ml	\$7 00
OGB15	Quick Grab (1.5 Fl Oz) 44ml.	\$26 00
QGB28	Quick Grab (2.8 Fl Oz) 82ml	\$7.00